

CHAPTER 1

1. INTRODUCTION

ELIDsoft for Windows (*EsofWIN*) comes in various versions as follows :

EsofWIN/1 Access Manager	catering for 16 doors
EsofWIN/2 Access Manager	catering for 32 doors
EsofWIN/3 Access Manager	catering for 64 doors
EsofWIN/4 Access Manager	catering for 128 doors
EsofWIN 100 Security Manager	catering for 32 doors, 256 inputs, 128 outputs.
EsofWIN 200 Security Manager	catering for 64 doors, 512 inputs, 256 outputs.
EsofWIN 200 Security Manager	catering for 128 doors, 1024 inputs, 512 outputs.

In addition, you can order software with the following options :

- V **Visitor Management Module**
- P **Photo-ID production Module**
- T **Time Management Module**
- NT **Networking based on Windows NT**

EsofWIN comes with 2 software programs, namely *Access Manager* and *Designer*. *Designer* is to be used by installer for configuring system requirement. It allows the installer to incorporate floor plans and field devices (readers, sensor points and output points) to the system. Chapter 5 details the features and commands of *Designer*.

Access Manager is to be used by users for controlling and monitoring field devices.

This manual assumes that you are already familiar with **ELID** access controllers such as EL2200 and EL1200. A number of technical terms such as timers, time zones, PIN enable, anti-passback etc. are not explained. If you are not familiar with these terms or the programming procedure of EL2200 or EL1200, you need to read first User Manuals of these equipment before you can proceed with this manual.

It also assumes that you are already familiar with Microsoft Windows 3.x or Windows 95 and understand technical terms like Bitmap, Icon, Dialog Box, Radio Button, Checkbox, etc. If you are not familiar with Microsoft Windows operating system, you need to attend training courses on Microsoft Windows.

The various topics in this manual has been carefully laid out in a logical manner, and concepts and programming steps are introduced one at a time. Most of the examples and operations in different chapters are inter-linked, building on what has been explained before. We would strongly suggest that if you are using **EsofWIN** for the first time, you should read through the manual from the beginning to the end without attempting to jump from one topic to another.

Note : The following are the common terms used in this manual :

EsofWIN refers to **EsofWIN Access Manager** software.

Designer refers to **EsofWIN Designer** software.

Readers refers to reader controllers (e.g. EL2200, EL1200, etc.).

Sensor Points refers to sensor inputs on EL1200 or EL2200.

Output Points refers to GP Outputs on EL1200 or EL2200.

CHAPTER 2

2. GETTING STARTED

2.1 BASIC REQUIREMENTS

EsofWIN comes to you with the following parts bundled together.

- . *EsofWIN Installation Diskettes (2 pieces of 3.5" floppy diskette)*
- . *User Manual*
- . *PC Connection Cable*
- . *Program Key*

We recommend the PC to be equipped with the following minimum configuration :-

PC	IBM compatible Personal Computer
CPU	486DX4-100 or higher microprocessor
MEMORY	8MB
DISK	Hard disk with at least 120MB space reserved for EsofWIN program and data files
DISPLAY	Super VGA monitor with 1M SVGA interface board
SERIAL PORTS	COM1 and COM2
INTERFACE OPERATING	Keyboard and Mouse
SYSTEM	Microsoft Windows 3.x or Windows 95

EsofWIN can support the following reader controllers :-

EL20X0L, EL20X0CX, EL2100 2200L and 2200L6. These readers must be wired in the correct manner to suitable communicators (EL70B, EL71C, EL75, EL72 or EL78). You must connect up the various components according to Appendix A. As new reader controllers are introduced, which can work with PC, *EsofWIN* will be upgraded to communicate with these new reader controllers.

2.2 INSTALLING *EsofWIN*

2.2.1 Installing *EsofWIN* in Windows 3.x

If you are using Windows 3.1 or Windows for Workgroups 3.11, do the following :

- Insert the disk labeled *EsofWIN* Installation - Disk 1 into the floppy drive.
- Type **x:setup** where x is the letter representing your disk drive.

This will automatically copy *EsofWIN* program into your hard disk (drive x) under the directory
c:\EsofWIN

- Now you should remove the **EsofWIN** diskette for safekeeping.

2.2.2 Installing **EsofWIN** in Windows 95

If you are using Windows 95, do the following :

- Insert the disk labeled **EsofWIN** Installation - Disk 1 in the floppy drive.
- Click **Start** Button then Click **Run**.
- Type **x:setup** where x is the letter representing your disk drive.
- Follow the instructions on the screen.

Note :

*If you are using a virus protection program on your computer, override it or turn it off before you run the Installation program. Installation Program might not run properly with virus protection turned on. After installing **EsofWIN**, make sure to restart your virus protection program.*

2.2.3 PC CONNECTION

System hardware must be connected properly before you start running **EsofWIN** program. Reader controllers from the field are connected to the PC via an EL7X Communicator. The EL7X communicator is connected to a serial port (either COM1 or COM2) of the PC.

No prior serial port setting is necessarily as **EsofWIN** performs automatic detection of EL7X on COM1 or COM2.

2.3 STARTING **EsofWIN** PROGRAM

A **EsofWIN** program group is automatically created by the Installation Program after the installation process.

2.3.1 START **EsofWIN** in Windows 3.x

You start **EsofWIN** by choosing it from the Program Manager's main group. If Program Manager is not the active window, use Task List (press CTRL+ESC) to switch to it.

In Program Manager's main group window, double click the **EsofWIN** Group Icon to bring up the **EsofWIN** window. Then, double click the **EsofWIN** icon to start the software.

2.3.2 START *EsofWIN* in Windows 95


For Windows 95, firstly, you have to bring up the **Start Menu** by clicking the **Start** Button on the **Taskbar**. Then, do the following :

1. Move the mouse pointer to point at **Programs** item. Then, a list of program items are displayed.
2. Move the mouse pointer to *EsofWIN* program item which will bring up a sub-menu that contains *EsofWIN* and *Designer* program icons.
3. Move the mouse pointer and click at *EsofWIN* icon to start the software.

If you have connected your system correctly, and the PC is able to establish proper dialogue with the EL7X communicator. The screen of Fig. 2.3.2A will be displayed.



Figure 2.3.2A : Login Screen.

The above screen allows you to log on to the system. Enter the User ID and password to proceed or click  button to exit.

Note :

*The default User ID is **ELID** and the default Password is also **ELID**. You can change the User ID and the Password later in the program.*

However, if the PC fails to establish dialogue with the EL7X communicator, the screen of figure 2.3.2B will appear instead.

Try again, if you get the same message, check the following :-

1. Have you switch ON EL7X communicator ?
2. Is the communicator cable connected properly between EL7X and the PC ?
3. Is the software key inserted/mounted properly ?
4. Check if the Comm, Port is working ?

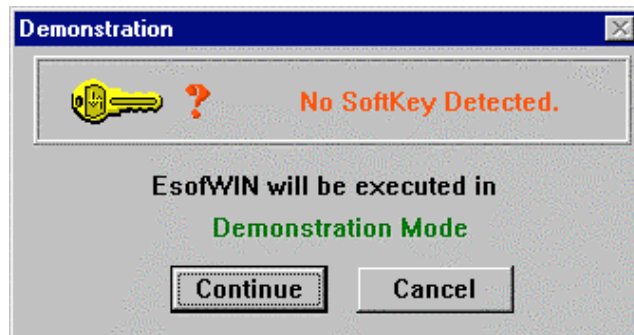


Figure 2.3.2B : Error Screen.

If you click the **Continue** button, *EsofWIN* will run under demonstration mode. In this mode, communication interface between the reader controllers and *EsofWIN* is disabled. In addition, you are restricted to create 3 reader controller records and 10 card holder records.

2.4 MOUSE CONTROL

You require a pointing device (e.g. mouse) to run *EsofWIN* as all *EsofWIN* commands are mouse controlled. Keyboard is merely used for data entry. To select a command, just click the mouse on the desire choice (e.g. menu, button, icon, etc.). It is necessary to make sure that the mouse is working fine before running *EsofWIN*.

CHAPTER 3

3. *EsofWIN* MANAGER SCREEN COMPONENTS

As shown in figure 3.0, *EsofWIN* consists of the following screen components :

- **Menu Buttons**
- **Speed Button Bar**
- **Dynamic Site Plan**
- **Control Buttons**
- **Transaction Bar**
- **Status Bar**

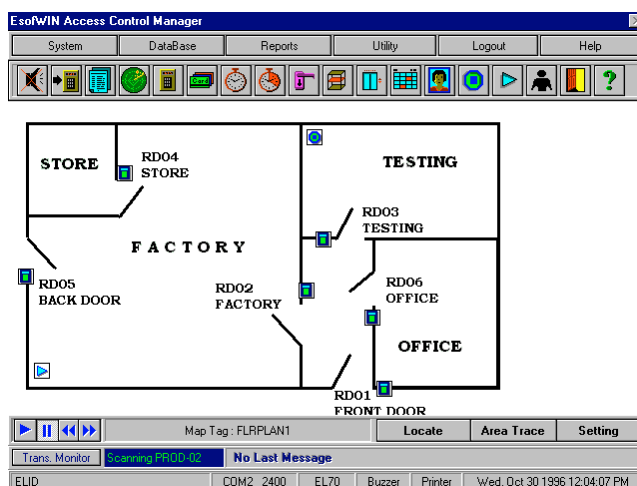


Figure 3.0 : *EsofWIN* Screen Components.

3.1 MENU BUTTONS



Figure 3.1 : Menu Buttons.

A row of Menu Buttons is on top of the screen, providing 6 category of commands under the following headings :

- **System Menu**
- **Database Menu**
- **Reports Button**
- **Utility Menu**
- **Logout Button**
- **Help Menu**

3.1.1 System Menu



Figure 3.1.1 : Menu Buttons.

The commands in this menu are related to setting of system parameters used globally throughout the system.

Timers	To define global timers.
Time Zones	To define global time zones.
Holiday Dates	To define holiday dates.
System User	To define users of EsofWIN, their passwords, and priority levels.
Printer Setup	To select printer or change its setup
Communication Setup	To define communication parameters
Preferences	To define scanning and display preferences
Exit	To exit from EsofWIN

3.1.2 Database Menu

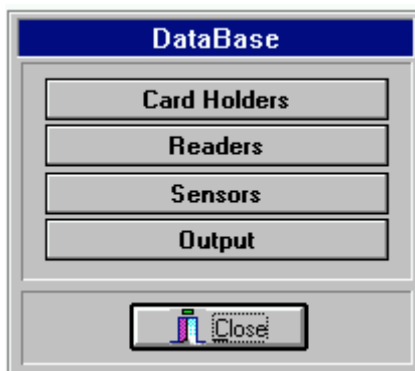


Figure 3.1.2 : Database Menu.

The commands in this menu allows you to setup card holder DB, Reader DB, Sensor Point DB and Output Point DB.

Card Holders	To enter Card ID, name, and other information related to card holders.
Readers	To define parameters related to a door, such as automatic lock release, PIN, etc.
Sensors	To define parameters related to a sensor point.
Output	To define parameters related to an output point.

3.1.3 Reports Button

The Reports Button does not contain any sub-menu. It is a command which allows you to process and print transaction reports.

3.1.4 Utility Menu

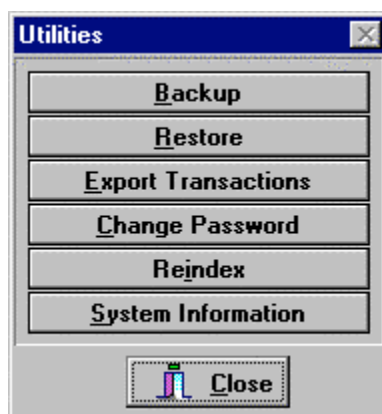


Figure 3.1.4 : Utility Menu.

The commands in this menu are for backing up transaction and system data, as well as restoring corrupted database.

Backup	To save system data and door transactions.
Restore	To retrieve system data from backup copy.
Export Transaction	To convert the transaction to text/ASCII format which is readable by other application software.
Change Password	To alter password of system user.
Re-index	To recover data files that are corrupted.
System Information	To display PC system information

3.1.5 Logout Button

This command allows online scanning yet disable all other commands. You need to login again to return to normal operation. Login screen (Figure 2.3.1) will be shown upon successful log out from the system.

3.1.6 Help Menu

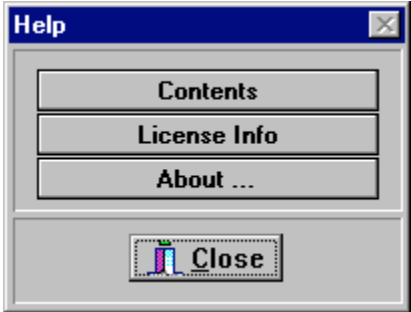


Figure 3.1.6 : Help Menu.

The commands in this menu allows you to access to on-line help and license information.

Contents	To display contents of on-line help.
License Info	To enter license information.
About	To display EsofWIN release number

3.2 SPEED BUTTON BAR

For ease of operation, the most frequently used commands are grouped and displayed clearly on the screen as Speed Buttons. Any one of the commands can be activated by simply clicking the mouse on the icons on Speed Button Bar.

If you are not sure of the command associated with an icon, just move the mouse pointer to that icon. A hint will be displayed showing the command associated with the icon. Once the mouse pointer is removed from the icon, the hint will vanish with it.

The following commands are available on the Speed Button Bar :



Figure 3.2 : Speed Button Bar.

In the following table, there are 18 Speed Buttons available :

Speed Button	Command	Speed Button	Command
1	Acknowledge Alarm	10	Floor Zone
2	Reader Control	11	Floor Accessibility
3	Access Report	12	Holidays
4	Locate Card Holder	13	Show Latest Photo
5	Readers	14	Input Control
6	Card Holders	15	Output Control
7	Timer	16	System Users
8	Time Zones	17	Exit
9	Door Accessibility	18	Help

Depending on the priority level assigned to the system user, only those commands that are accessible by the user will be enabled. Clicking on a disable icon or button will not have any affect.

3.3 DYNAMIC SITE PLAN

EsofWIN offers dynamic site plan as the interface to control devices on the field. Site plans are created in *EsofWIN Designer*. Floor plans of the installation site can be drawn on standard painting software like Microsoft Paintbrush on Windows 3.1 or Microsoft Paint on Windows 95 and saved in any of the popular graphic file format (e.g. BMP, TIF, JPEG, etc.). Then, create the dynamic site plans with these graphic files on *EsofWIN Designer*. Up to 99 dynamic site plans can be created simultaneously and each site plan can have up to 50 devices (Reader Controllers, Sensor Points, and Output Points).

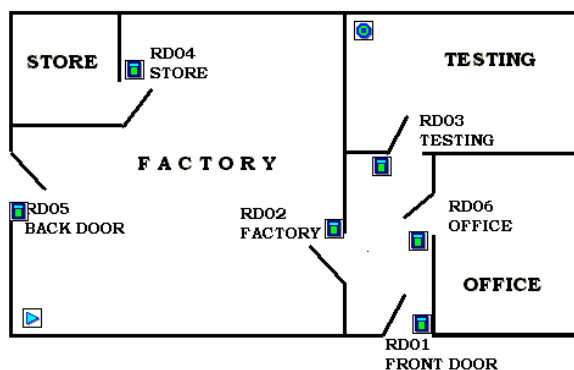


Figure 3.3 : Dynamic Site Plan.

Note :

You may refer to *EsofWIN Designer* Operation Manual for details on creating site plans.

3.4 CONTROL BUTTONS

As shown in figure 3.4, the following control buttons are provided for controlling the dynamic site plans.

- **Map Control Buttons**
- **Tag Name of Current Site Plan**
- **Locate Button**
- **Area Trace Button**
- **Setting Button**

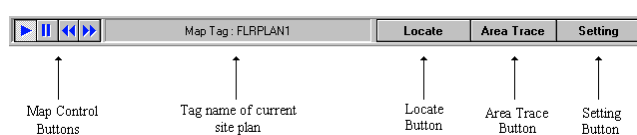


Figure 3.4 : Control Buttons.

3.4.1 Map Control Buttons

Four control buttons are provided for controlling the display of the dynamic site plans.

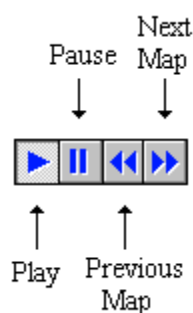


Figure 3.4.1 : Map Control Buttons.

3.4.1.1 Play Button

This button is to display the maps sequentially at a predefined duration.

3.4.1.2 Pause Button

This command is to pause the switching of maps. The site plan will remain on the screen until the play, previous or next button is pressed.

3.4.1.3 Previous Map Button

This command displays the previous site plan.

3.4.1.4 Next Map Button

This command displays the next site plan.

3.4.2 Tag Name of Current Site Plan

Displays the tag name of the current site plan on the screen.

3.4.3 Locate Button

This command allows you to locate a device (reader controller, sensor point or output point).

3.4.4 Area Trace Button

This command allows you to list all the card holders in a specific area.

3.4.5 Setting Button

This command allows you to change the site plan pause interval. This interval is used by the Play control button.

3.5 TRANSACTION BAR

The transaction Bar consists of 3 components :

- **Trans. Monitor Button**
- **Scanning Status**
- **Latest Transaction**

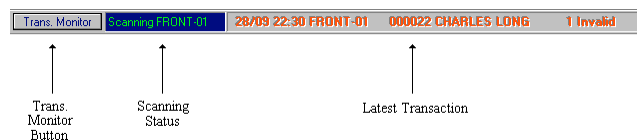


Figure 3.5 : Transaction Bar.

3.5.1 Trans. Monitor Button

This command is to activate the On-line Transaction Screen. This screen shows the last 2000 transactions/activities received from the field devices.

3.5.2 Scanning Status

This area shows the tag name of the controller being polled by *EsofWIN*.

3.5.3 Latest Transaction

This area displays the latest transaction received from the field devices.

3.6 STATUS BAR

The Status Bar is the last component of the screen. The status bar display includes the following.

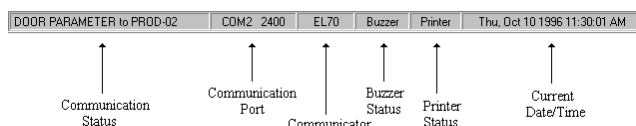


Figure 3.6 : Status Bar.

3.6.1 Communication Status

This area displays the type of transaction and reader on the status bar.

3.6.2 Communication Port

This section displays the Comm. Port which the controller is attached to and the Communication baud rate.

3.6.3 Communicator

This section displays the communicator type.

3.6.4 Buzzer Status

This section displays whether the buzzer alarm is enable or not. If enable, the PC speaker will sound when there is an alarm.

3.6.5 Printer Status

This area displays the printer status.

3.6.6 Current Date/Time

This area displays the current date and time.

CHAPTER 4

4. *EsofWIN DESIGNER* SCREEN COMPONENTS

This chapter briefly describes how to gain access into *EsofWIN System Designer* and its screen components.

4.1 *EsofWIN DESIGNER*

EsofWIN Designer is a separate program specially provided to installer or authorized user for configuring the system according to site requirement. *EsofWIN* uses dynamic site plan as its main interface to the devices connected to the system. Hence, it is highly recommended that actual site plans are drawn or scanned then incorporated into the system via *Designer*.

Designer supports up to 36 graphic file formats among them are BMP, TIF, GIF, JPEG, etc. You may use any painting software (e.g. Paintbrush) to create the site plan.

Designer supports up to 99 site plans. Each site plan supports 20 devices.

4.1.1 Start up *Designer* Software

There are 3 program icons in *EsofWIN* program group (or folder in Windows 95). You can start the *Designer* by activating the *EsofWIN Designer* icon.

Designer is protected by a software key. You have to make sure the software key comes with the software, is plugged onto the EL7X communicator and the communicator is connected to the PC properly.

After the verification of software key, the following screen appears.

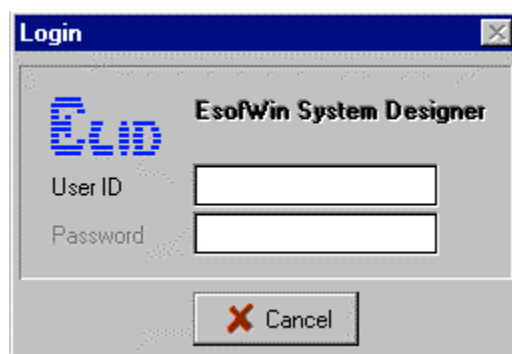


Figure 4.1.1A : Login Screen.

You have to log on to the system before gaining access to *EsofWIN Designer* software. The default User ID and password is **ELID**. You may change the password in *EsofWIN Access Manager*.

However, if the PC fails to establish dialogue with the EL7X communicator, the following screen will appear instead.

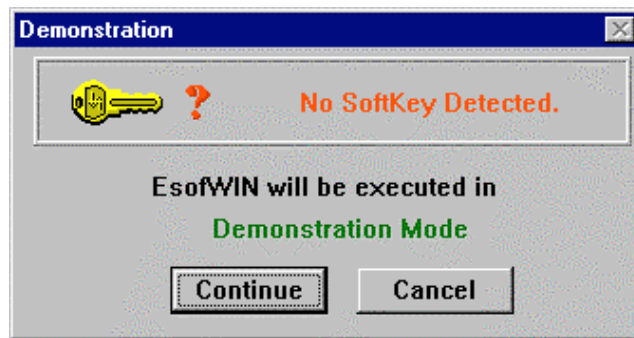


Figure 4.1.1B : Error Screen.

If you click the **Continue** button, *EsofWIN* will run under demonstration mode. In this mode, you are restricted to create up to 3 reader controller records.

4.2 DESIGNER SCREEN COMPONENTS

Designer is an extremely easy to use package. Command Buttons and Tool Bar are displayed on screen. A major portion of the screen is reserved for displaying site plan and allows user to place devices on it.

As shown in the following figure, *Designer* consists of the following screen components.

- **Menu Bar**
- **Editing Buttons**
- **Site Plan**
- **Command Buttons**

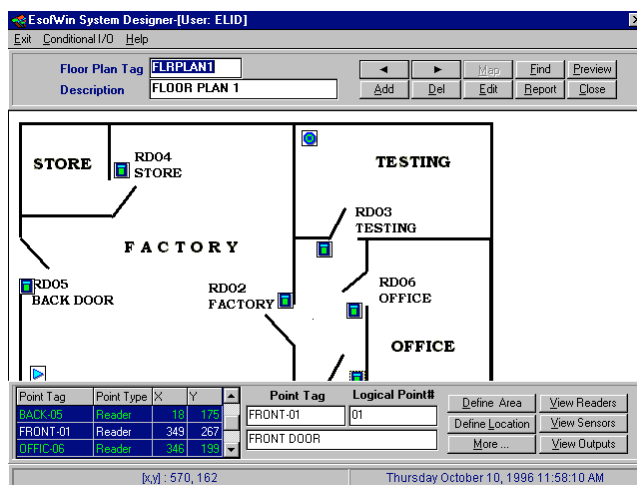


Figure 4.2 : *Designer* Screen Components.

4.2.1 Menu Bar

Menu Bar consists of 3 command items :

- **Exit Menu**
- **Conditional I/O**
- **Help**

4.2.1.1 Exit Menu

This command allows you to exit from *EsofWIN System Designer*'s Screen. Click on this command and the following screen is displayed.

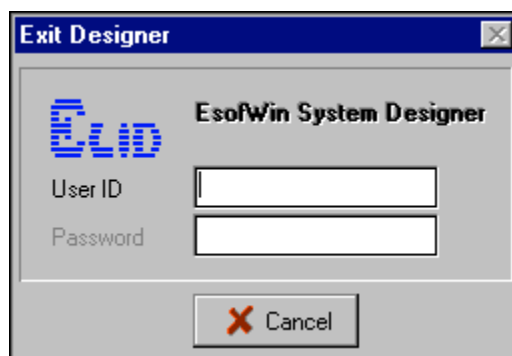


Figure 4.2.1.1 : Exit Menu.

You have an option to either key in the default User ID and Password to exit from the *Designer's* screen or click on the **"Cancel"** button.

4.2.1.2 Conditional I/O

Click on the Conditional I/O from the Menu Bar and figure 4.2.1.2A appears. Within this screen, there are 3 main sections.

- I. Editing Column
- II. Conditional Column
- III. Action Column

Figure 4.2.1.2A : Conditional I/O Table.

I. Editing Column

This section is used to control the Conditional I/O. The code column is a 3 character user definable field. The description is a 30 character field used to specify the name of the condition.

Figure 4.2.1.2B : Editing Column.

The following command bar consist of commands for editing the Conditional I/O table :-

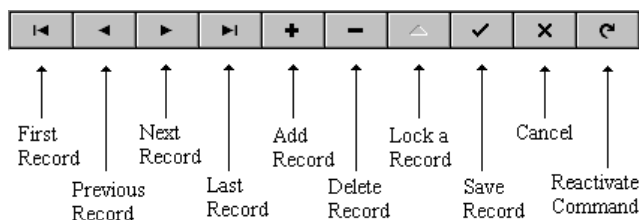


Figure 4.2.1.2C : Command Bar.

II. Conditional Column

The Conditional column is where you define the conditions that ought to be fulfilled in order to trigger an Action and it's delay time in seconds before the action should be taken.

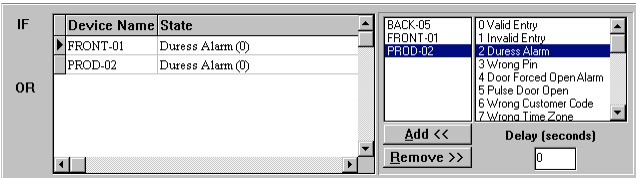


Figure 4.2.1.2D : Conditional Column.

III. Action Column

The Action column is where you define the action that should be taken when the condition is fulfilled.

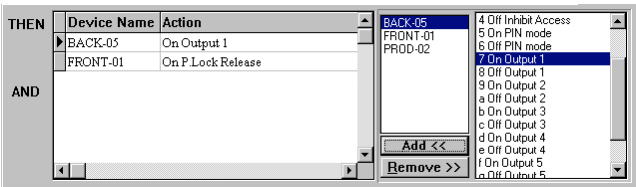


Figure 4.2.1.2E : Action Column.

4.2.1.3 Help

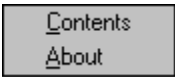


Figure 4.2.1.3 : Help Menu.

The commands in this menu allows you to access to on-line help and displays *EsofWIN System Designer*'s version number.

4.2.2 Editing Buttons



Figure 4.2.2 : Editing Buttons.

The Editing Buttons are used for creating new site plans (maps) and modifying existing site plans.

Site plans are graphic files created by any Windows painting software (e.g. Paintbrush, etc.). *Designer* supports up to 36 graphic file formats among them are BMP, TIF, GIF, JPEG and etc.

4.2.2.1 Previous



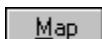
This command is to display the previous map.

4.2.2.2 Next



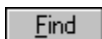
This command is to display the next map.

4.2.2.3 Map



This command is used to call out the map that you have already created in any Windows printing software.

4.2.2.4 Find



This command is to search for a particular floor plan tag. If you click the cursor at this point the following screen appears.

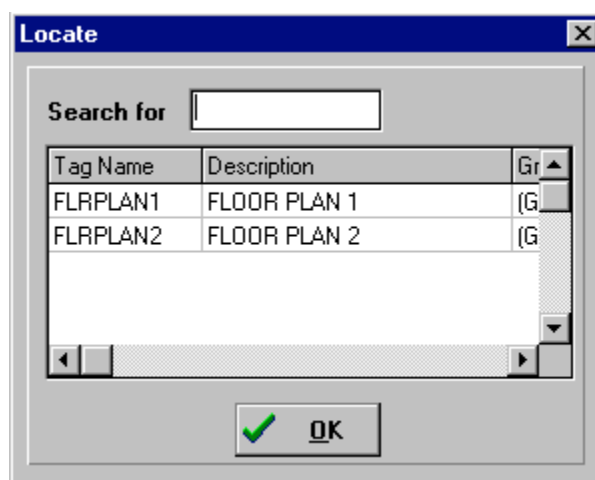
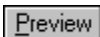


Figure 4.2.2.4 : Locate Screen.

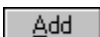
You can key in the plan tag required. The system would automatically search for that particular plan tag and display it on the screen.

4.2.2.5 Preview



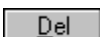
This command is to view the site plan as a whole.

4.2.2.6 Add



This command is to create a new map.

4.2.2.7 Delete



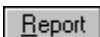
This command is used to delete the site plan (map) displayed on the screen.

4.2.2.8 Edit



This command is used to do modification on the map. Modification over here is only restricted to editing, deleting or moving of devices. You are not allowed to do any amendments to the map.

4.2.2.9 Report



Upon choosing this command, figure 4.2.2.9A is displayed. The screen consist of various devices used in the site plan and it's position on the X and Y axis. You are able to print reports from this screen.

Floor Plan	Device Name	Device Type	X position	Y Position
FLRPLAN1	BUZZ-011	Output	30	257
FLRPLAN1	BACK-05	Reader	18	175
FLRPLAN1	FRONT-01	Reader	367	285
FLRPLAN1	OFFIC-06	Reader	347	200
FLRPLAN1	PROD-02	Reader	299	189
FLRPLAN1	STORE-04	Reader	111	62
FLRPLAN1	TEST-03	Reader	316	138
FLRPLAN1	ROLL-051	Sensor	301	27

Figure 4.2.2.9A : Devices Report.

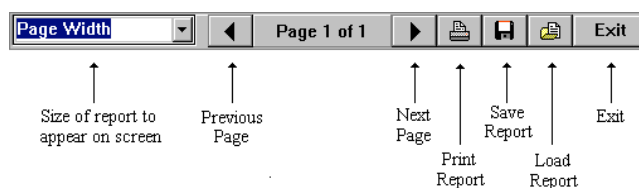
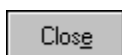


Figure 4.2.2.9B : Printing Screen.

Note :

The screen preview commands as shown in figure 4.2.2.9B are standard for all report generation commands. You are allowed to change the page width on screen, move to previous or next page, save report to disk, load previously saved report and print report on printer.

4.2.2.10 Close



Finally this command brings you to the following screen.

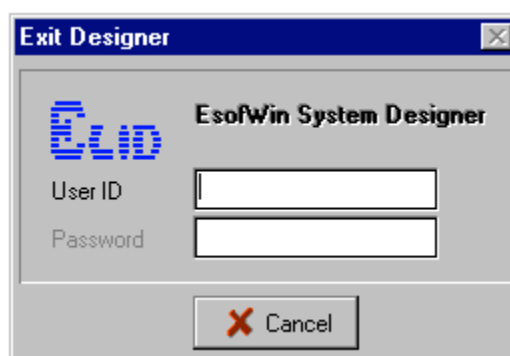



Figure 4.2.2.10 : Exit Designer.

You have an option to either key in the default user id and password to exit the **Designer** or click on the  button.

Note :

The default User ID is **ELID** and the default password is also **ELID**. You can change the User ID and Password later in the program.

4.2.3 Site Plan

This option takes up a major portion of the **Designer** screen. It displays the site plan and allows user to insert devices into the screen.

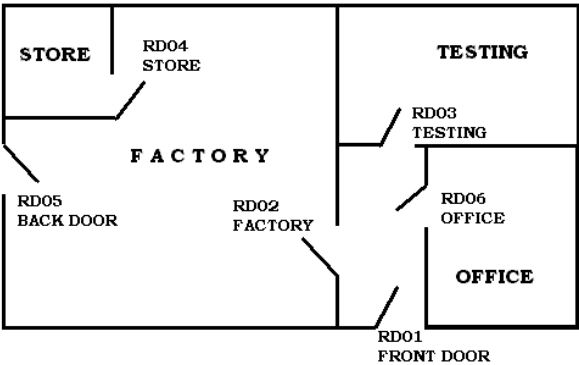


Figure 4.2.3 : Site Plan (Map).

4.2.4 Command Buttons

Gives an overall description of all the devices being used in the building.

Point Tag	Point Type	X	Y	Point Tag	Logical Point#	Define Area	View Readers
BACK-05	Reader	19	175	FRONT-01	01	Define Location	View Sensors
FRONT-01	Reader	367	285	Front Door		More ...	View Outputs
OFFIC-06	Reader	247	200				

Figure 4.2.4 : Command Buttons.

4.2.4.1 Point Tag

It displays all the available devices in the current site plan.

4.2.4.2 Point Type

It displays the device type, which could either be a reader, sensor or an output.

4.2.4.3 X,Y

It shows the position of a particular device in the X and Y axis.

4.2.4.4 Point Tag and Logical Point

Gives you a brief description on the current device where the cursor is pointing.

4.2.4.5 Define Area

This command allows you to define the Area tag name description which are used in area trace or personnel locator function.

4.2.4.6 Define Location

This command allows you to define the location code and description.

4.2.4.7 More...

To give more information on the current device where the cursor is pointing.

4.2.4.8 View Readers

To list down all the available readers in the system.

4.2.4.9 View Sensor

To list down all the available sensors in the system.

4.2.4.10 View Output

To list down all the available output in the system.

CHAPTER 5

5. SPECIFYING YOUR REQUIREMENTS

The first task you need to perform is to specify your access requirements. It is only after you have clearly specified your access requirement, then can you begin programming.

5.1 BASIC STEPS

There are 3 basic steps that need to be carried out :

1. Draw a floor plan of your establishment and the locations of doors with access control.
2. Divide the employees in the establishment into different categories.
3. Specify the time frames that each category of employee is allowed to enter each door.

Having done this, your next step is to transfer the specifications you have drawn up into *EsofWIN*. This also follows 3 steps :

1. Define the readers (This step is to be done in *EsofWIN Designer*).
2. Set the Time Zones and Timers.
3. Set the Door Accessibility (Access levels).

5.2 AN EXAMPLE

The following example illustrates how the above is done.

Consider a small factory with 6 doors to be protected by card access as shown in figure 5.1.1.

Let us further assume that the front door uses EL2100, the store room uses EL1200 and the rest use EL2000.

Reader Number	Type of Controller	Location
FRONT-01	EL2100	Front Door
PROD-02	EL2000	Production Hall Door
TEST-03	EL2000	Testing Room Door
STORE-04	EL1200	Store Room Door
BACK-05	EL2000	Back Door
OFFIC-06	EL2000	Office Door

5.3 SPECIFYING TIMERS & TIME ZONES

Table 1 and Table 2 merely defines the timer and time zone values.

Note :

Time Zones are basically classified under the following categories :

Office Hours	This is defined as 0830-1700 (labeled as 8T17) from Monday to Friday, and 0830-1230(8T12) on Saturday. No access is allowed on Sundays and holidays.
Long Hours	This is defined as 0700-1900(7T19) from Monday to Saturday with no access allowed on Sundays and holidays.
Extra Hours	This is defined as 0700-1900(7T19) from Monday to Saturday and 0830-1700(8T17) on Sundays and holidays.
Extra Long Hours	This is defined as 0600-2300 (6T23) on all days.
Misc. Hours	This is defined as from 0600-0730, and 1730-1900, on Tuesday and Friday (labeled as 6T7-17T19). This timer is created for cleaners who come to sweep the floor before and after office hours on these two days.

5.4 SPECIFYING ACCESS CATEGORIES

Table 3 summaries the different categories of staff in the factory and specifies at what time slice they are granted access to the various doors.

Note :

The staff in the factory are classified into the following categories :

MAGR1	Owner category. Who can enter all doors at all times.
MAGR2	Factory manager category, who can enter all doors on extra-long hours on all days.
PROD1	Factory production supervisory staff, who can enter front door, production hall door, and back door over extra hours; and office door during office hours.
PROD2	Factory production staff, who can enter only front door and production hall door over long hours.
STOR	Store keeper category, who can enter all doors during office hours.
TEST1	Testing engineer category, who can enter front door, and testing door over extra hours; production hall door over long hours and office door during office hours.
TEST2	Technician in testing section, who can enter front door, and testing door over long hours; production hall door over office hours.
ADMN1	Administrative officer category, who can enter front door, and office door over long hours, and production hall door and testing door over office hours.
ADMN2	Administrative staff, who can enter front door and office door over office hours.
CLEAN	Cleaners who are allowed in front door, office, production hall during the hour 0700-0830 in the morning, and 1730-1900 in the afternoon.

Note :

Once you have drawn up Tables 1, 2, and 3, you have completely defined the access requirements of the establishment.

We are now ready to key in the requirements specified in Tables 1, 2, and 3 into **EsofWIN**.

In the rest of this manual, the example given here will be used as a model for programming. Follow through the settings and commands of **EsofWIN** described in Chapter 6 to Chapter 18 in sequence in which they are arranged. Try not to skip. This is because a number of settings are inter-linked, and you may not be able to set a particular command without first setting another related command.

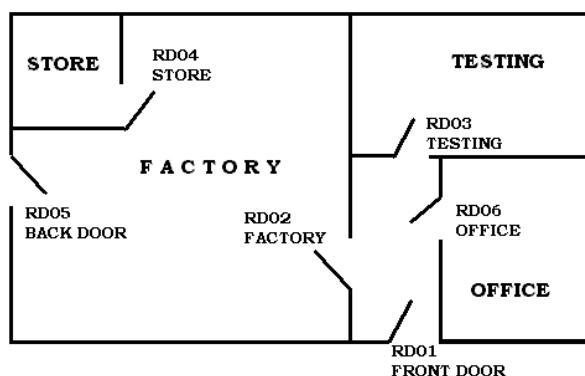


Figure 5.4: Floor Plan Used In The Example.

Timer	From	To	From	To
ALL	00:00	23:59	00:00	00:00
6T23	06:00	23:00	00:00	00:00
8T17	08:30	17:00	00:00	00:00
7T19	07:00	19:00	00:00	00:00
8T12	08:30	12:30	00:00	00:00
7T8-5T7	07:00	08:30	17:30	19:00

Table 1 : Timer Setting

TIME ZONE	SUN	MON	TUE	WED	THU	FRI	SAT	HOL
FREE	ALL	ALL	ALL	ALL	ALL	ALL	ALL	ALL
E X T - LONG	6T23	6T23	6T23	6T23	6T23	6T23	6T23	6T23
EXTRA	8T17	7T19	7T19	7T19	7T19	7T19	7T19	8T17
LONG	NO	7T19	7T19	7T19	7T19	7T19	7T19	NO
OFFICE	NO	8T17	8T17	8T17	8T17	8T17	8T12	NO
MISC	NO	NO	7 T 8 - 5T7	NO	NO	7T8-5T7	NO	NO

Table 2 : Access Control Setting

ACCESS LEVEL	BACK-05	FRONT-01	OFFIC-06	PROD-02	STORE-04	TEST-03
MAGR1	FREE ACC	FREE ACC	FREE ACC	FREE ACC	FREE ACC	FREE ACC
MAGR2	E X T - LONG	E X T - LONG	E X T - LONG	E X T - LONG	E X T - LONG	E X T - LONG
PROD1	EXTRA	EXTRA	OFFICE	EXTRA	NO ACC	OFFICE
PROD2	NO ACC	LONG	NO ACC	LONG	NO ACC	NO ACC
STOR	OFFICE	OFFICE	OFFICE	OFFICE	OFFICE	OFFICE
TEST1	NO ACC	EXTRA	OFFICE	LONG	NO ACC	EXTRA
TEST2	NO ACC	LONG	NO ACC	OFFICE	NO ACC	LONG
ADMIN1	NO ACC	LONG	LONG	OFFICE	NO ACC	OFFICE
ADMIN2	NO ACC	OFFICE	OFFICE	NO ACC	NO ACC	NO ACC
CLEAN	NO ACC	MISC	MISC	MISC	NO ACC	NO ACC

Table 3 : Door Accessibility (Access Level) Setting

CHAPTER 6

6. SITE PLAN CONFIGURATION

This chapter briefly describes how to configure the system on *EsofWIN Designers* Software. When you reach this section of the manual we assume that you are already familiar with the *Designer* screen components and have a rough idea of it's function. Most of the examples and operations in different chapters are inter-linked, building on what has been explained before. We would strongly suggest that if you are using *EsofWIN* for the first time, you should read through the manual from beginning to the end without attempting to jump from any one topic to another.

6.1 CREATING A SITE PLAN

Your first task is to create a new site plan (map). Site plans are graphic files created by any Windows painting software (e.g. Paintbrush, etc.). *Designer* supports up to 36 graphic file formats, among them are BMP, TIF, GIF, JPEG and etc.

Enter into any Windows painting software, to draw a site plan and insert the location name for your site plan. Upon completion, your map should look like figure 6.1. Save it in any graphic file format (e.g. PLAN1.BMP)

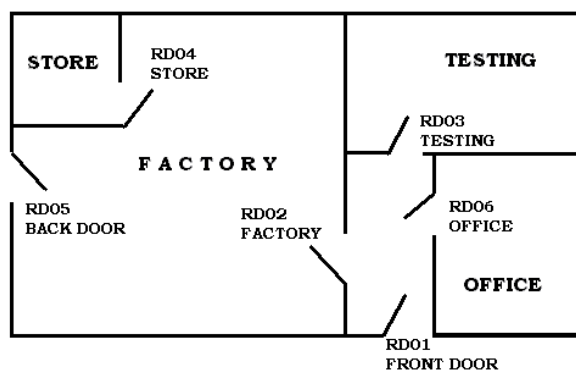




Figure 6.1 : Site Plan (Map).

6.2 CREATING SITE PLANS USING GRAPHIC FILES

Upon logging into **Designer** you can click on the  command. A blank screen appears. Then click on the new icon  displayed on the Editing Buttons and the following screen shown in figure 6.2A appears.

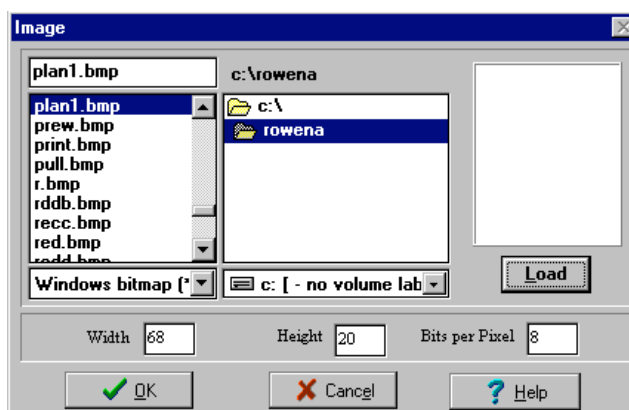

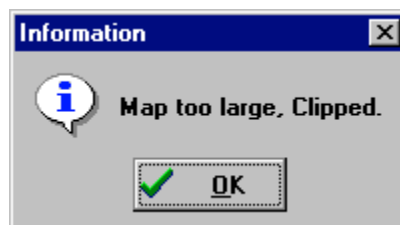
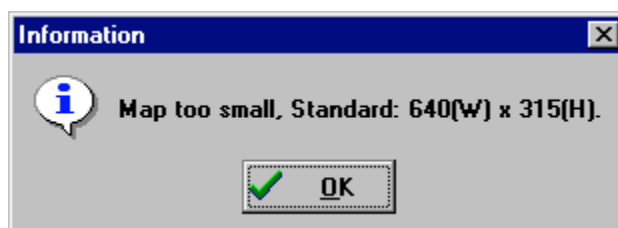


Figure 6.2 : Image File.

Call out the directory and choose the appropriate file (e.g. PLAN1.BMP) and click the  button. If the map size is too large the following screen appears:-

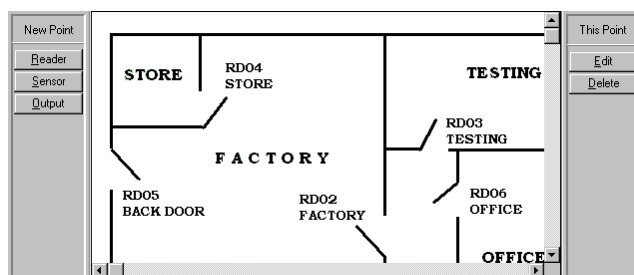


If the map is too small the following screen appears:-



To avoid this problem, make sure you set the standard size for the map before drawing it on any painting software. That is 640(W) for width and 315(H) for height.

After obtaining the exact size and loading the map into **EsofWIN System Designer**, the following screen appears:-



You will be able to see 2 main menu on the screen. *New Point* on the left side of the screen and *This Point* on the right side of the screen.

6.2.1 New Point

New Point allows you to create new points for reader controller, sensor point and output point. You are required to create 6 readers for the site plan. Move your cursor to the **Reader** button and click once. Figure 6.2.1A appears. The reader's information are defined here.

First there is the *Tag Name* Choose a name that you can immediately recognise. In the example below, the name keyed in is 'FRONT-01', which means front door, reader 01. This is a good name as it immediately tells a person where the door is located. It is better than a name such as 'DOOR 1', which does not tell where the door is located.


Figure 6.2.1A : Editing Reader.

The *Description* can be keyed in as 'FRONT ROOM DOOR'. The *Logical Point #* is the physical address of the reader, in this case, it is set to '01'. Next we have the *Reader Type* which is EL2100 based on Table 1. (Refer to section 5.4). *EsowIN* supports all **ELID** controllers which have networking capability. Door Access Controllers supported include EL2200, EL2100, EL2000, EL1200 and EL1000.

Car Parking Controller supported include FC1000 and FC3000. Lift Access Controllers supported include EL2000L and EL2200L6.

Area In here means that the area you will be heading to after swiping your card at a particular reader. For instance we take the first reader which is 'FRONT-01'. *Area In* for this reader would be 'OFFICE' and *Area Out* would be 'OUTSIDE' because you are standing outside the office. *Location* means where the reader is placed. In this case the answer should be 'OUTSIDE' also.

When you have finished all the selection, click the “OK” button, to save and exit.

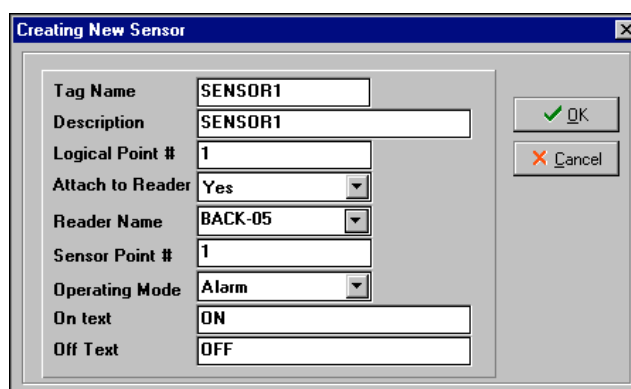
Upon clicking the “OK” button, you will find a  (Reader Point) at the top left most corner of the screen. Use the mouse to click on this Point and drag it anywhere within the site plan (map). After placing the reader in the desired location (which would be the front door), you can proceed to define the second reader.

To define the second reader, you should repeat the above procedure. You should continue this way to define the other 5 readers.

Note :

You are required to define the AREA names and LOCATION names in Section 6.3 and 6.4 before creating new points on the site plan.

The same goes for defining Sensor point and Output point. The same procedure are applied here too. Click on the *Sensor* and figure 6.2.1B appears.





The image shows a dialog box titled "Creating New Sensor". It contains several fields and dropdown menus for configuring a new sensor. The fields are: Tag Name (SENSOR1), Description (SENSOR1), Logical Point # (1), Attach to Reader (Yes), Reader Name (BACK-05), Sensor Point # (1), Operating Mode (Alarm), On text (ON), and Off Text (OFF). There are OK and Cancel buttons on the right side.

Tag Name	SENSOR1
Description	SENSOR1
Logical Point #	1
Attach to Reader	Yes
Reader Name	BACK-05
Sensor Point #	1
Operating Mode	Alarm
On text	ON
Off Text	OFF

Figure 6.2.1B : Editing Sensor Point.


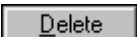
Over here you are required to define *Attach To Reader* which tells the system if this particular sensor is attach to any reader. If 'YES' then define the reader name or else leave both this section blank. The *Operating Mode* could either be 'Alarm' or 'Status'. *On Text* will displays whatever you have keyed in, on the Status Bar. *Off Text* will not display it on the screen.

The Point that is displayed for the SENSOR is  icon and the Point that is displayed for the OUTPUT is  icon. Just click on the icon and drag it to the appropriate location on the site plan.

Note :

An alarm point will trigger the buzzer when it is activated on contrast, a status point is used to log the status of the input device connected to the system.

6.2.2 This Point

This Point command allows you to do editing on a selected point. If you wish to change the name of a particular device, then just place the cursor on the particular device and click the  button. You will be able to do amendments for the device. If you wish to delete a particular device then just click on the  button. Make sure that the cursor is pointing at the particular device first before doing any editing or deleting.

6.3 DEFINE AREA

When you have finished creating all the readers. You can move into the Command Buttons and click on *Define Area* box. This command brings you to figure 6.3 and it lists down all the area codes being used in the site plan and its description. Note that the Area Codes are arranged according to alphabetical order. You will be able to maintain all the area code in this screen.

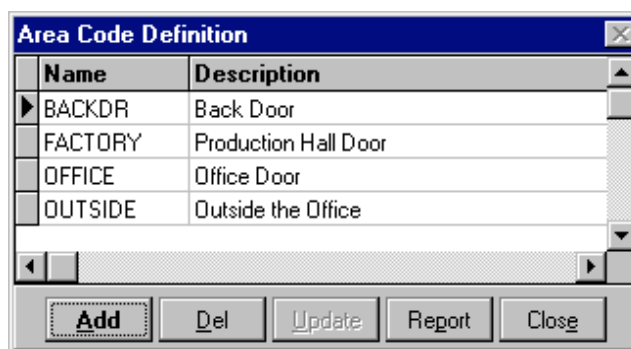
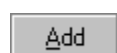
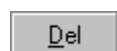


Figure 6.3 : Area Code Definition.

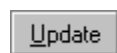
6.3.1 Inserting Buttons



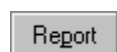
If you wish to add new records, you can do so by clicking on this command.



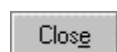
If you wish to delete a particular record, you should click on this button.



If you wish to modify a particular record, you should click on this button.



If you wish to print out the settings of all this record, you can do so by clicking on this button.



You can click on this button to exit from the Area Code Definition screen.

6.4 DEFINE LOCATION

To view all the location on the site plan, you can click on the *Define Location* box found in the Command Button. This command brings you to figure 6.4 and it lists down all the Location codes being used in the site plan and its description. Note that the Location Codes are arranged according to alphabetical order.

(Please refer to section 6.3.1 for more information on the Inserting Buttons.)

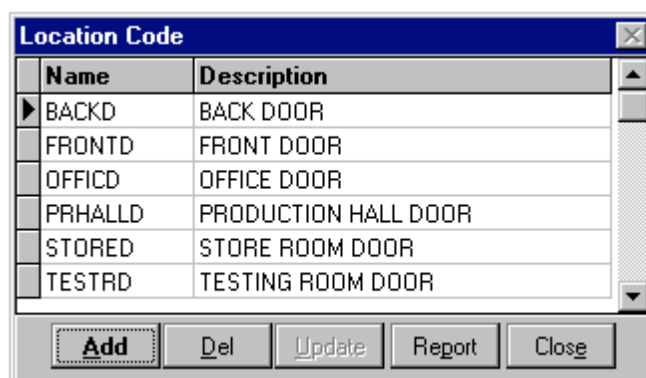


Figure 6.4 : Location Code.

6.5 VIEW READERS/SENSOR/OUTPUT

View Reader command brings you to figure 6.5. It allows you to view all the readers that you have created in the system. You can browse through the screen to view various information regarding the readers. Information includes Name, Description, Floor Plan, Logical Point, Controller Type, Area In, Area Out and Location.

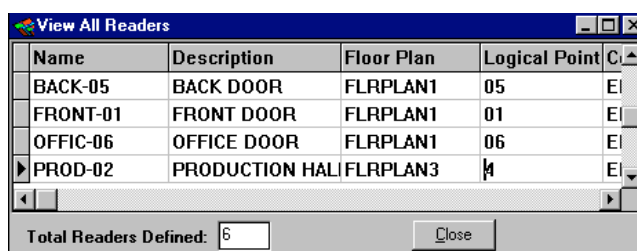


Figure 6.5 : View All Readers.

The same concept implies for *View Sensor* and *View Output*. Click on the particular command and the appropriate screen is displayed. Both these screens will display the Name, Description, Floor Plan, Logical Point, Controller Type, Area In, Area Out and location of the devices.

CHAPTER 7

7. How Conditional I/O Works

EsofWIN provides a powerful and flexible function for controlling field devices. Events from field devices can be used as conditions for activating and deactivating any devices attached to the system.

Conditional I/O command allows you to create entries to the conditional I/O table. Each condition is based on (IF...THEN...ACTION) format. Unlimited numbers of condition can be created.

The condition I/O processing is based on “Many To Many” relation, that is multiple events can be used to trigger a number of action. For example if any one of the condition is triggered then all the action will take place.

Basic Steps



There are 3 basic steps that need to be carried out:


1. Draw a floor plan of your establishment and the locations of doors with access control.
2. Specify the reader controller, sensor points and output points in the floor plan.
3. Define the conditions and actions in the Conditional I/O table.

This manual provides you with two scenario where you need to create a Conditional I/O to activate and deactivate the devices. It is first necessary to specify the output points systematically. An example is shown below.

7.1 EXAMPLE 1

The two main lights in the Manager’s room are controlled by a Valid Entry or Valid Exit in Reader OFFIC-06 located at the office room. The lights will automatically switch on when there is a valid entry and switch off when there is a valid exit. To apply this function in the Conditional I/O, the following steps are taken:-

1. To add a record, you need to click on  icon from the Editing Column. The cursor will automatically point at the code column. Key in the code as ‘01’ and it’s description as ‘TRANS-01’.
2. Next move the mouse pointer to the right side of the Conditional table and click on IF ‘OFFIC-06’ and ‘VALID ENTRY(U)’. Then click on the  button found in the Conditional column. You will notice that the Device Name and State that you have chosen would appear on the left side of the Conditional Column. You have finished setting one condition.

- Now you are required to define the Actions. Move the mouse pointer to the right side of the Action table and click on THEN 'OFFIC-06' and 'ON OUTPUT 1' followed by the  button that is found in the Action column. Upon entry you will notice that the Device Name and Action that you have chosen would appear on the left side of the screen.

Note :

We assume light 1 is connected to Output 1 of OFFIC-06 and light 2 is connected to Output 2 of OFFIC-06.

- Repeat the same procedure to insert the second Action that is THEN 'OFFIC-06' and 'ON OUTPUT 2'. You have completed the Valid Entry Condition.
- When done, your screen should look like figure 7.1A.

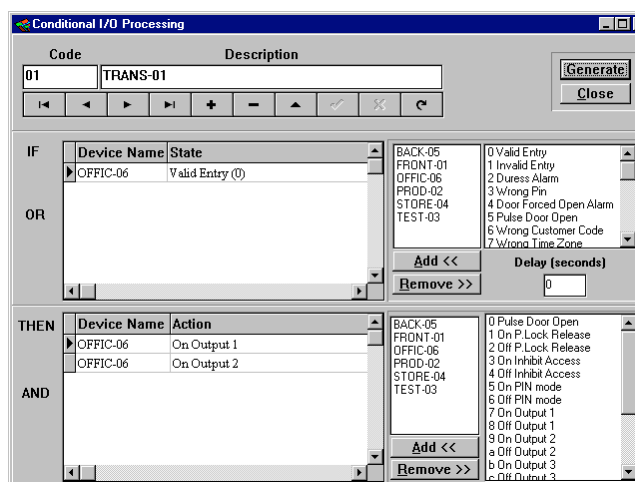


Figure 7.1A : Conditional I/O Processing.

You can repeat the same procedure as in section 7.1 to create the condition for Valid Exit from the Manager's room. This time the Action should be identified as 'OFF OUTPUT 1' and 'OFF OUTPUT 2'.

Upon completion your screen should look like figure 7.1B. However do remember to key in the delay time in the "Delay" box provided. This is to inform the system to delay for 10 seconds before triggering the action when the condition is activated.

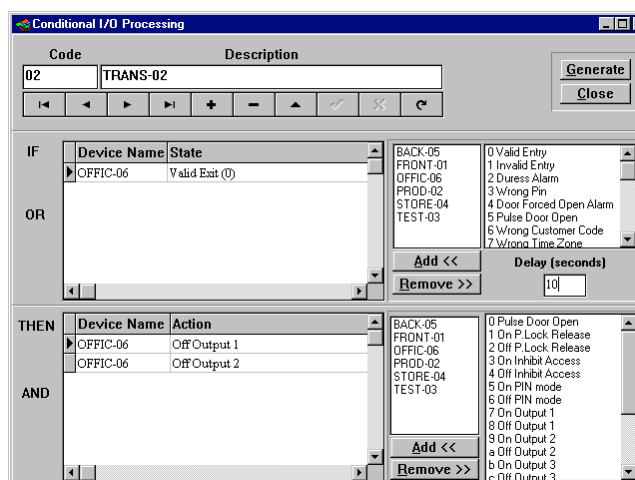


Figure 7.1B : Conditional I/O Processing.

In the above example, whenever the manager swipes his card at the in reader to enter his office, the lights would turn on automatically. And when he swipes out to leave his office the lights would turn off after 10 seconds from the time he swipes out.

Click the **Generate** button found at the top right corner of the screen to generate all the conditions that you have created. Generating is usually done when you have finish creating all the condition and action for the whole system.

Upon clicking the “**Generate**” button a message will prompt on the screen indicating that the process has been successfully carried out. Figure 7.1C appears.

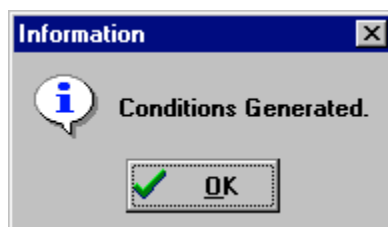



Figure 7.1C : Information Screen.

7.2 EXAMPLE 2

The Reader FRONT-01 installed in the front door is connected to two alarm sensors. The first sensor monitors the smoke detector and the second sensor monitors the fire alarm break glass. When either Sensor 1 or Sensor 2 is activated then all controllers should Permanent Unlock the door.

1. To add a record, you need to click on  icon from the Editing Column. The cursor will automatically point at the code column. Key in the code as 03 and it's description as 'TRANS-03'.

2. Next move the mouse pointer to the right side of the Conditional table and click on IF 'FRONT-01' and 'SENSOR ALARM(0)'. Then click on the **Add <<** button found in the Conditional table. You will notice that the Device Name and State that you have chosen will appear on the left side of the Conditional Table. You have finished setting one condition.
3. To insert the second condition, click on IF 'FRONT-01' and 'SENSOR ALARM #2(0)'. Then click on the **Add <<** button again. You can go on creating more conditions as you wish. All conditions created would appear on the left side of the screen.
4. Now you are required to define the Actions. Move the mouse pointer to the right side of the Action table and click on THEN 'BACK-05' and 'ON P.LOCK RELEASE' followed by the **Add <<** button that is found in the Action column. Upon entry you will notice that the Device Name and Action that you have chosen would appear on the left side of the screen.
5. Repeat the same procedure to add 'ON P.LOCK RELEASE' for the 'FRONT-05', 'OFFIC-06', 'PROD-02', 'STORE-04' and 'TEST-03'.
6. Upon completion your screen should look like figure 7.2.

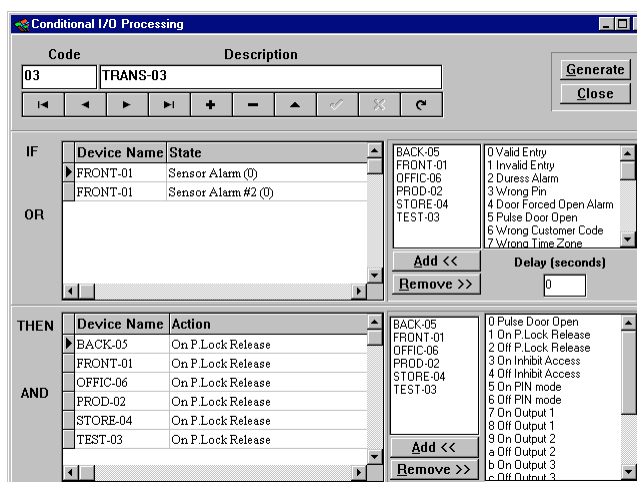


Figure 7.2 : Conditional I/O Processing.

In this scenario, whenever either sensor 1 or sensor 2 is activated, all doors would be in Permanent Lock Release mode.







Now that you have finished designing your site plan, inserting the devices in their appropriate places and laying out all the Condition and Action. Your next step is to begin the **EsofWIN Access Control Manager** setting.

CHAPTER 8

8. READERS AND TIME ZONE

When you reach this chapter, the manual assumes that you have created the site plan, readers, sensor and output points as per your requirement. Now you are set to program the reader parameters.

We start with READER DEFINITION command and then go on to discuss the 6 commands related to time. In particular, the following are discussed :-

- **Define Reader** (In System *Designer* Screen)
- **Timer** 
- **Time Zone** 
- **Door Accessibility** 
- **Floor Zone** 
- **Floor Accessibility** 
- **Holiday** 

8.1 CONFIGURING READERS

The first task is to define the readers to be used in the system. This is done in the *Designer* Screen.
(Please refer to chapter 6, on how to perform the readers configuration.)

8.2 TIMER SETTING



Your next task is to enter Timer values in *EsofWIN*. You have an option to either enter the menu SYSTEM and choose sub-menu Timer. Alternatively you could also click on the above icon which is found in the Speed Button Bar.

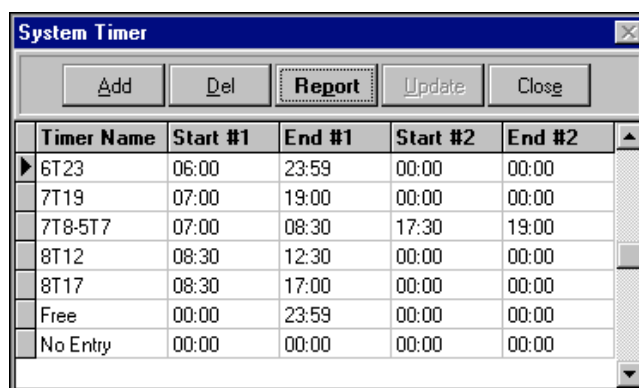
On this screen you will notice that there are 2 predefined timers. The first called 'FREE' which is programmed to give free access at all time, i.e. "START #1" 00:00 and "END #1" 23:59. Then for "START #2" and "END #2" is 00:00. The second is called 'NO ENTRY', which is set to no access, i.e. for "START #1" and "END #1" 00:00. Then for "START #2" and "END #2" is 00:00.

8.2.1 To Add

Click on the "Add" button so as to start adding new timer to the timer database. In the Timer field, key in the name of the first timer in Table 1, which is 6T23. Proceed to the "START #1" field, and key in '06:00', then the "END #1" field, key in '23:59'.

When done, click the "Update" button.

Click the "Add" button again and repeat the same procedure to enter in timers '8T17', '7T19', '8T12' and '7T8-5T7'. Note that for timer '7T8-5T7', you need to key in 07:00 for "START #1". 08:30 for "END #1", 17:30 for "START #2" and 19:00 for "END #2". When done click the "Update" button. After editing your screen should look like figure 8.2.1B.



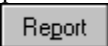
Timer Name	Start #1	End #1	Start #2	End #2
6T23	06:00	23:59	00:00	00:00
7T19	07:00	19:00	00:00	00:00
7T8-5T7	07:00	08:30	17:30	19:00
8T12	08:30	12:30	00:00	00:00
8T17	08:30	17:00	00:00	00:00
Free	00:00	23:59	00:00	00:00
No Entry	00:00	00:00	00:00	00:00

Figure 8.2.1B : Timer Settings.

8.2.2 To Delete

To delete a record, you first need to select the record. This is done using the mouse pointer or the arrow up/down key from the keyboard. After selecting the record you can click the "Del" button. The record would be deleted.

8.2.3 To Print/View

This completes the setting of all timers. You may confirm the setting by printing out the values. Just click the  button, and figure 8.2.3A is displayed.

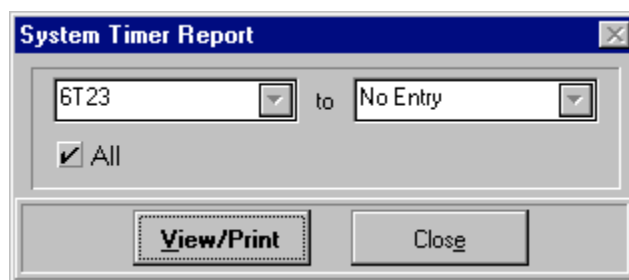


Figure 8.2.3A : Print Screen.

You can choose the range of timer you wish to print out. If you select only one timer, then the first timer box and the last timer box must be the same. If you select a range of timer then choose the first timer by clicking the down scroll arrow of the first drop down list box and the last timer by clicking on the down scroll arrow of the second drop down list box. Alternatively you could also key in the timer in the box provided. If you wish to print out all the timers then check on “All” box.

After selecting the range of timers, click the View/Print button the view and print your report. You should get the print out shown in figure 8.2.3B.


Tag Name	Timer1 Start	Timer1 End	Timer2 Start	Timer2 End
6T23	6:00:00 AM	11:59:00 PM	12:00:00 AM	12:00:00 AM
7T19	7:00:00 AM	7:00:00 PM	12:00:00 AM	12:00:00 AM
7T8-5T7	7:00:00 AM	8:30:00 AM	5:30:00 PM	7:00:00 PM
8T12	8:30:00 AM	12:30:00 PM	12:00:00 AM	12:00:00 AM
8T17	8:30:00 AM	5:00:00 PM	12:00:00 AM	12:00:00 AM
Free	12:00:00 AM	11:59:00 PM	12:00:00 AM	12:00:00 AM
No Entry	12:00:00 AM	12:00:00 AM	12:00:00 AM	12:00:00 AM

Figure 8.2.3B : Timer Database Report Print Out.

8.3 TIME ZONE



The next task is to enter in Time Zone values according to Table 2. (Refer to section 5.4). You have an option to either enter the menu SYSTEM and choose the sub-menu Time Zone. Alternatively you could also click on the above icon which is found in the Speed Button Bar.

To view the available time zone, click on  button at the top left most corner of the screen. Note that in the time zone screen, 2 time zones have already been fixed. The first is ‘FREE ACC’, meaning Free Access, that is access on all days at all times. The second is ‘NO ACC’, meaning No Access, that is access is not granted at any time and on any day.

Referring to Table 2, the first time zone we have to key in is ‘EXT-LONG’. To do this, click the “Add” button, and enter in name ‘EXT-LONG’ in the field labeled *Time Zone Name*. After that, move to the “Timer Tag” field for *Sunday* and enter in the timer ‘6T23’ in accordance to Table 2.

Alternatively you could also use the mouse pointer to click at the down scroll arrow of the *Sunday* box to list down all the timer which you have created earlier. Then just click on the appropriate field. Continue to enter in '6T23' for Monday, Tuesday, Wednesday, Thursday, Friday, Saturday and Sunday according to Table 2. Your screen should look like Figure 8.3A.

Day	Timer Tag	Timer Detail
Sunday	6T23	06:00 to 23:59 , 00:00 to 00:00
Monday	6T23	06:00 to 23:59 , 00:00 to 00:00
Tuesday	6T23	06:00 to 23:59 , 00:00 to 00:00
Wednesday	6T23	06:00 to 23:59 , 00:00 to 00:00
Thursday	6T23	06:00 to 23:59 , 00:00 to 00:00
Friday	6T23	06:00 to 23:59 , 00:00 to 00:00
Saturday	6T23	06:00 to 23:59 , 00:00 to 00:00
Holiday	6T23	06:00 to 23:59 , 00:00 to 00:00

Figure 8.3A : Time Zone Setting Window.7

Upon completion, click “**Update**” button. This completes the setting of the first time zone.

Repeat the same procedures to enter in values for time zones ‘EXTRA’, ‘LONG’, ‘OFFICE’ and ‘MISC’. You can check whether you have entered correctly by printing out your entry using the “**Report**” button. (Please refer to section 4.2.2.9B on how to use the Report Button). Your print out should look like figure 8.3B.

Tag Name	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Holiday
Ext-Long	6T23	6T23	6T23	6T23	6T23	6T23	6T23	6T23
Extra	8T17	7T19	7T19	7T19	7T19	7T19	7T19	8T17
Free Acc	Free	Free	Free	Free	Free	Free	Free	Free
Long	No Entry	7T19	7T19	7T19	7T19	7T19	7T19	No Entry
Misc	No Entry	No Entry	7T8-5T7	No Entry	No Entry	7T8-5T7	No Entry	No Entry
No Acc	No Entry	No Entry	No Entry	No Entry	No Entry	No Entry	No Entry	No Entry
Office	No Entry	8T17	8T17	8T17	8T17	8T17	8T12	No Entry

Figure 8.3B : Time Zone Database Report Print Out.

8.4 DOOR ACCESSIBILITY



Door Accessibility determines which reader and at what Time Zone, a card holder is allowed access. If you have multiple readers, you can enforce this by limiting the card holders to gain access to certain readers only and at certain Time Zone only which in return also is determined by the timer of the time zone.

Go to the Speed Button Bar and click on the above icon. Our task is to transfer the setting of Table 3 into **EsofWIN** using this command. (Refer to section 5.4)

Note :

There is a pre-defined setting called 'ACC-ALL', which allows free access to all readers at all days and all times.

Click the “**New**” button to create a new access level. In the *Accessibility Category Name* field, key in the name 'MAGR2' according to Table 3.

Note :

There is no need to key in 'MAGR1', since it is the same as 'ACC-ALL'.

Move to *Reader Accessibility* section and key in the first Reader Name labeled 'BACK-05', which is the back door. Then move to the Time Zone and key 'EXT-LONG' according to Table 3. Continue to enter in the same time zone 'EXT-LONG' for readers FRONT-01, OFFICE-06, PROD-02, STORE-04 and TEST-03 by just clicking the “**Add**” button. Your screen should look like figure 8.4A.

The screenshot shows a window titled "Accessibility". At the top, there is a text field for "Accessibility Category Name" containing "MAGR2", followed by a "Find.." button and navigation arrows. Below this are four buttons: "New", "Delete", "Report", and "Close". The main area is divided into two sections. The left section, titled "Accessibility", contains a table with two columns: "Reader" and "Acc Time Zone". The table lists the following data:

Reader	Acc Time Zone
BACK-05	Ext-Long
FRONT-01	Ext-Long
OFFIC-06	Ext-Long
PROD-02	Ext-Long
STORE-04	Ext-Long
TEST-03	Ext-Long

The right section, titled "This Reader Accessibility", provides details for the selected reader "BACK-05". It has a "Reader Name" dropdown menu showing "BACK-05" and a "Time Zone" dropdown menu showing "Ext-Long". Each dropdown has a "Detail.." button next to it. At the bottom of this section are four buttons: "Add", "Save", "Remove", and "Cancel".

Figure 8.4A : Access Level Database Windows.

If you do not wish to key in, you can also click at the down scroll arrow of the Reader Name drop down list box which causes all the reader to be listed out. Then just select and click on the “**Save**” button to save it.

To delete a particular reader accessibility, select the reader and click the “**Remove**” button.

Following the same procedure, enter in *Accessibility Category Name* for PROD1, PROD2, STOR, TEST1, TEST2, ADMIN1, ADMIN2 and CLEAN using the value given in Table 3. As soon as you finish editing all the door accessibility command, the following screen appears.

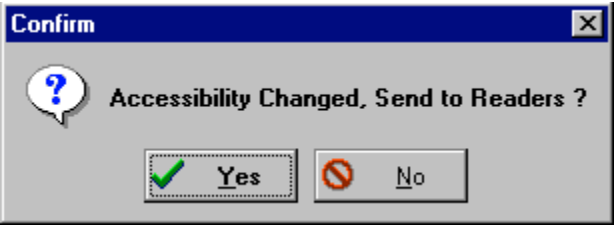
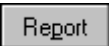


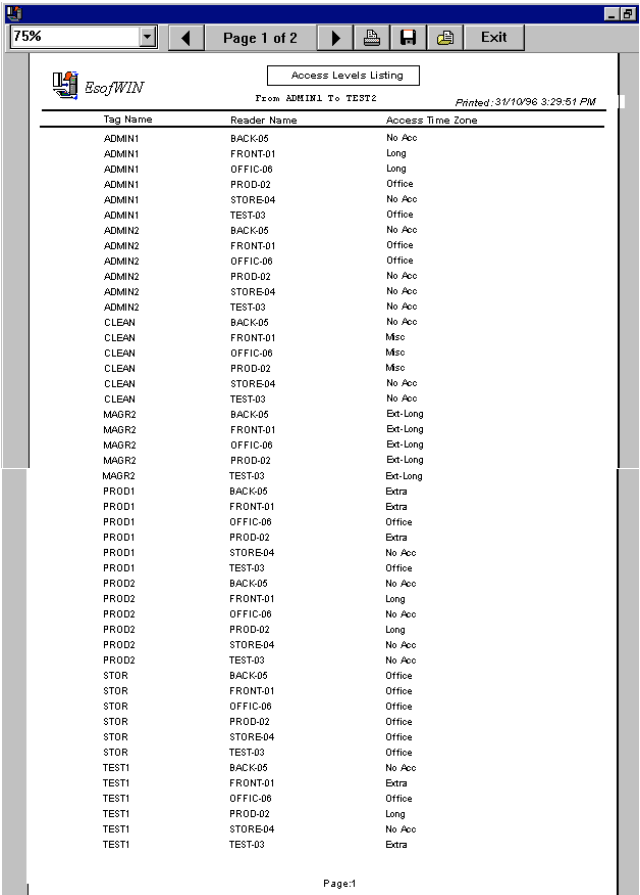


Figure 8.4B : Confirmation Screen.

This is a confirmation screen for you to confirm if you wish to send the accessibility that has been changed down to the readers. If you wish to sent the new setting down to the readers then click on the “Yes” button or else click on the “No” button.

You can print out the setting using the  button. You should get the following result shown in figure 8.4C. (Please refer to section 4.2.2.9B on how to use the Report Button).

To delete a particular Accessibility Category, select the category name by browsing through the screen using   command. When the desired name appears, you can click the “Delete” button.



Access Levels Listing

From: ADMIN1 To: TEST2 Printed: 31/10/96 3:29:51 PM

Tag Name	Reader Name	Access Time Zone
ADMIN1	BACK-05	No Acc
ADMIN1	FRONT-01	Long
ADMIN1	OFFIC-06	Long
ADMIN1	PROD-02	Office
ADMIN1	STORE04	No Acc
ADMIN1	TEST-03	Office
ADMIN2	BACK-05	No Acc
ADMIN2	FRONT-01	Office
ADMIN2	OFFIC-06	Office
ADMIN2	PROD-02	No Acc
ADMIN2	STORE04	No Acc
ADMIN2	TEST-03	No Acc
CLEAN	BACK-05	No Acc
CLEAN	FRONT-01	Misc
CLEAN	OFFIC-06	Misc
CLEAN	PROD-02	Misc
CLEAN	STORE04	No Acc
CLEAN	TEST-03	No Acc
MAGR2	BACK-05	Ext-Long
MAGR2	FRONT-01	Ext-Long
MAGR2	OFFIC-06	Ext-Long
MAGR2	PROD-02	Ext-Long
MAGR2	TEST-03	Ext-Long
PROD1	BACK-05	Extra
PROD1	FRONT-01	Extra
PROD1	OFFIC-06	Office
PROD1	PROD-02	Extra
PROD1	STORE04	No Acc
PROD1	TEST-03	Office
PROD2	BACK-05	No Acc
PROD2	FRONT-01	Long
PROD2	OFFIC-06	No Acc
PROD2	PROD-02	Long
PROD2	STORE04	No Acc
PROD2	TEST-03	No Acc
STOR	BACK-05	Office
STOR	FRONT-01	Office
STOR	OFFIC-06	Office
STOR	PROD-02	Office
STOR	STORE04	Office
STOR	TEST-03	Office
TEST1	BACK-05	No Acc
TEST1	FRONT-01	Extra
TEST1	OFFIC-06	Office
TEST1	PROD-02	Long
TEST1	STORE04	No Acc
TEST1	TEST-03	Extra

Page:1

Tag Name	Reader Name	Access Time Zone
TEST2	BACK-05	No Acc
TEST2	FRONT-01	Long
TEST2	OFFIC-09	No Acc
TEST2	PRDD-02	Office
TEST2	STORE04	No Acc
TEST2	TEST-03	Long

Figure 8.4C : Access Levels Listing.

8.5 FLOOR ZONE



Floor Zone is only used by lift access controllers. In lift access application, you can restrict a card holder to travel to only designated floors. Floor Zone command defines the floors that can be accessed by different group of users. Up to 64 floor zones can be defined for each lift access controller.

Click on the Floor Zone command and Figure 8.5 appears. *EsofWIN* program caters for building that has up to 64 floors. Within this screen you will be able to create up to 4 sets of accessibility.

Set#	From Floor#	To Floor#
1	01	64
2	00	00
3	00	00
4	00	00

Figure 8.5 : Floor Zone.

If you click on the “**Browse**” button you will be able to see 2 predefined Floor Zone. The first called ‘FREE ACC’ which is programmed to give free access to all floors, i.e. “**SET#1**” “**From Floor#**” 01 “**To Floor#**” 64. The second is called ‘NO ACC’ which is set to no access towards all the floors, i.e. “**SET#1**” “**From Floor#**” 00 “**To Floor#**” 00.

To create a new floor zone name click the “**Add**” button. Key in the Floor Zone Name in the box provided. Then define the floors that can be gained access into. If you allow access from floor 1 to floor 3, then do the following “**Set# 1**” “**From Floor#**” 01 “**To Floor#**” 03. If you wish to further define 5th floor only, then key in at “**SET# 2**” “**From Floor#**” 05 “**To Floor#**” 05. Upon completion click the “**Update**” button.

8.6 FLOOR ACCESSIBILITY

Floor Accessibility determines which lift and at what Floor Zone, a card holder is allowed access. If you have multiple lifts, you can enforce this by limiting the card holder to gain access to certain lift only and at certain floor zone only which in return also is determined by the timer of the time zone.

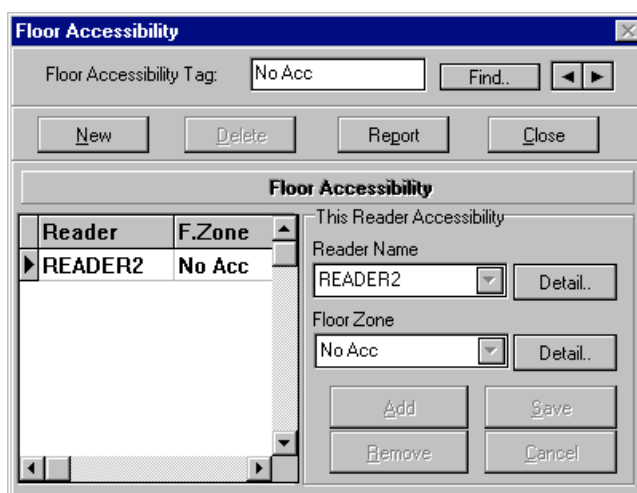


Figure 8.6 : Floor Accessibility.

Click on the Floor Accessibility command and Figure 8.6 appears. Click at the **“Find”** button next to the *Floor Accessibility Tag* to view the 2 predefine Accessibility. The first Floor Accessibility tag called ‘ACC ALL’ which allows Free access toward all Lift/Reader. The second called ‘NO ACC’ which is set to no access towards all the Lift/Reader.

To add new Floor Accessibility click on the **“New”** button. Key in the Accessibility Category Name and click the **“Update”** button. Then move to the *This Reader Accessibility* section and click the **“Add”** button. Key in the first lift name in the *Reader Name* box. Followed by the *Floor Zone* that the lift is allowed access. Upon completion click the **“Save”** button. You are able to define as many floor accessibility as you wish.

8.7 Setting Holiday Dates



Click the mouse on the SYSTEM MENU, Holiday Dates Sub-menu. Alternatively you could also click on the above icon found in the Speed Button Bar.

Setting the Holiday Dates would enable the reader to recognize the day as a holiday and the holiday time zone will be used for granting access to the door. This is important because if a holiday falls on a weekday you may want to bar users from entering the premises.

The access requirement during holiday need to be handled differently from the ordinary working days. This is catered in the holiday setting by providing a separate time slice for holidays. **EsofWIN** allows you to define up to 20 days in a year as holidays. Upon entering this command, the Holiday Dates screen appears, and you can key in the day/month/year of each holiday and its description in the fields provided.

Date	Description
01/01/96	New Year's Day
19/02/96	Chiniss New Year
20/02/96	Chiniss New Year
21/02/96	Hari Raya Puasa
31/08/96	National Day
25/12/96	Christmas Day

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

Year: 1996 Month: 1

Figure 8.7 : Holiday Database Windows.

To key in the date, you could either click at the **“Date”** field and key in the date as :- ‘01/01/96’, and the **“Description”** as ‘New Year’.

Alternatively, you can double click the calendar to select the date as holiday after the **“Add”** button is clicked. The *Month* and *Year* is selected using the up/down scroll arrow in the Month Box and Year Box.

Finally click at the **“Description”** field and key in the description for the holiday. When done click the **“Update”** button.

CHAPTER 9

9. SETTING READER PARAMETER



This chapter concentrates on reader parameter settings. All reader parameter are set in the DATABASE MENU, Reader sub-menu. Alternatively, you could also click on the above icon found in the Speed Button Bar for the Reader settings. The following are discussed :-

- Pin Offset
- Auto Lock Release TZ
- Auto Pin Disabled TZ
- Anti-Passback Delay
- Anti-Passback Reset Time
- Pin Code Entry
- Logged Transaction
- Define Alarm Transaction
- Time Zones
- Timers

Reader DB

Reader Name: BACK-05 Logical Point #: 4
 Controller Type: EL2200 Location Code: BACKD
 Description: Back Room Door

Pin Offset: 000
 Auto Lock Release TZ: Office Details...
 Auto Pin Disabled TZ: Office Details...
 Anti-Passback Delay: 030
 Anti-Passback Reset Time: 00:00

Pin Code Entry
 Logged Transaction
 Define Alarm Transaction
 Time Zones
 Timers

Name	Point Unit #	Controller Type	Description	Location	Pin Offset	ALP
BACK-05	4	EL2200	Back Room Door	BACKD	000	Off
FRONT-01	1	EL2200	Front Room Door	OFFICE	000	No
OFFIC-06	5	EL2200	Office Room	OFFICE	000	No
PRDD-02	4	EL2200	PRODUCTION HALL DOOR	PRDD	000	No
STORE-04	3	EL2200	Store Room Door	STORE	000	No

Report Update Cancel

Figure 9.0 : Reader Database Windows.

Upon entering this command the screen shown in figure 9.0 appears. First choose the reader that you wish to work on by using button at the bottom left hand corner of the screen. When you see the desired Reader appearing in the first field, you can then start editing. Click the “**Update**” button once you have finished.

For example, suppose you wish to change the ‘FRONT-01’ door parameters, click button until the *Reader Name* shows ‘FRONT-01’ and then start editing.

The parameters that are available, and their settings are discussed below. You need to work with each reader separately until the door parameters for all the readers are set.

Note :

Parameters which are not applicable to a particular reader type will be disabled for setting.

9.1 PIN OFFSET

This command is only available for EL20X0 series of controller, where individual PIN cannot be programmed by user. It is not available for other models. This command allows the PIN number to be changed. The new PIN number being the sum of the offset and the unmodified PIN number. Simply key in a 3 digit number in the 3 fields provided.

9.2 AUTO LOCK RELEASE TZ

This command allows the electric lock to be activated automatically by a Time Zone, so that free access is granted.

For example, we wish to program the front door 'FRONT-01' so that during office hours between 08:30 and 17:00 from Monday to Friday, the door is unlocked so that staff can move in and out freely without swiping their card. So all you need to do is to key in 'OFFICE' next to *Auto Lock Release TZ*.

9.3 AUTO PIN DISABLED TZ

The *Auto Pin Disable TZ* allows the reader to switch from Card+PIN mode to Card mode automatically according to a time zone. Click on the down scroll arrow of the *Auto Pin Disabled TZ* drop-down list box to display all the available Time Zones. However the Time Zone must be set in the Time Zone Setting command described in Section 8.3 above.

For example, it may be desirable to have the 'FRONT-01' door to be set in such a way that outside normal office hours, PIN is needed but during office hours PIN is not needed. Now if we refer back to Table 2, it is noted that the time zone labeled 'OFFICE' meets this specification. Hence if we should click the *Auto Pin Disabled TZ* field, and then key in 'OFFICE' in the space provided for this field. The front door will now operate in the desired manner, requiring Card+PIN outside office hours.

9.4 ANTI-PASSBACK DELAY

Anti-Passback Delay is a security measure which prevents a card that has gone into a secure area from being reused until a certain time has elapsed. *Anti-Passback Delay* is time controlled. This time delay can be set by the user from the range of 0 to 120 minutes. This command is mainly used for the Car Park System. Once you have already swiped your card and entered into a car park area, you are not allowed to reuse the card again until you have swiped out and taken your car out.

9.5 ANTI-PASSBACK RESET TIME

This command allows you to reset the *Anti-Passback Reset Time* back to nil. Which means that the Anti-Passback Time does not imply once it reaches a specific time frame.

For example, you can set the *Anti-Passback Reset Time* to 13:00. So when it is 1 am, the system will not check to see if you have swiped out or in. It will restart the whole system again.

9.6 PIN CODE ENTRY

This command is only available on EL22XX. EL22XX allows you to set up to 10 PIN codes which can be used to open the door (without using card). The length of the PIN code can be between 1 to 6 digits, and is set by the PIN LENGTH field.

9.7 LOGGED TRANSACTION

The command *Logged Transaction* allows you to select those transactions which you wish to be recorded or printed. *EsofWIN* will only print or record those transactions that you have selected. The rest will be ignored. Upon clicking this command, the display shown in figure 9.7 will appear.

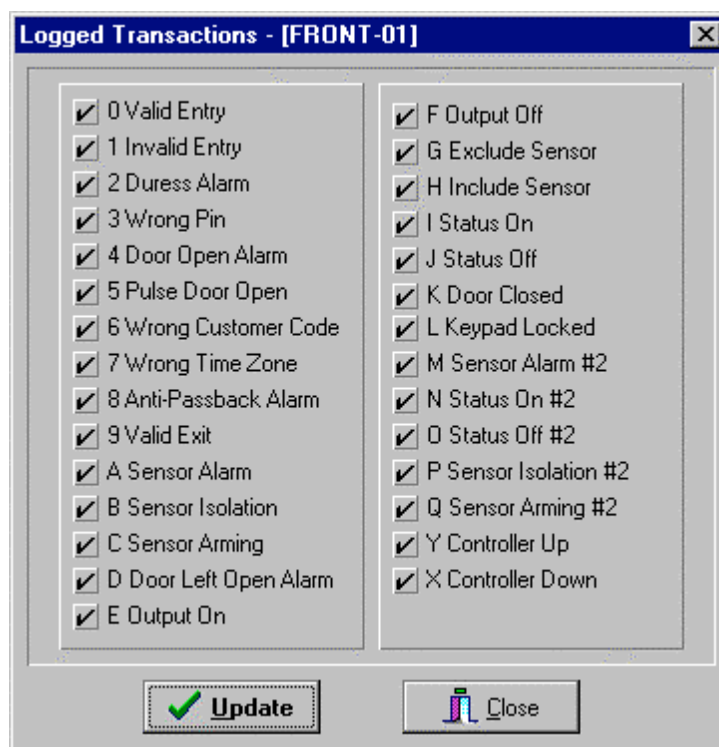


Figure 9.7 : Transactions Setting in the Door Database.

Use the mouse to check on those transaction checkbox that you wish to record. Alternatively, you can use the arrow key on the keyboard to bring the cursor to the desired field and use the "<SPACE>" key to toggle between select and deselect.

9.8 DEFINE ALARM TRANSACTION

This command allows you to select the transactions which you wish classify as Alarm or Abnormal transaction. An alarm will be triggered when anyone of these Transaction occurs. The same screen as in figure 9.7 appears and the same procedure applies for choosing the Transaction.

9.9 TIME ZONES

This command shows the Time Zones used by the reader. Click on this command and figure 9.9 appears. You can view the detailed setting of a particular Time Zone by clicking the button with the Time Zone name on it.



Figure 9.9: Time Zone Database.

9.10 TIMERS

This command shows the Timers used by the reader. Click on this command and figure 9.10 appears. The detailed setting of a Timer will be revealed when you place the mouse pointer on it.

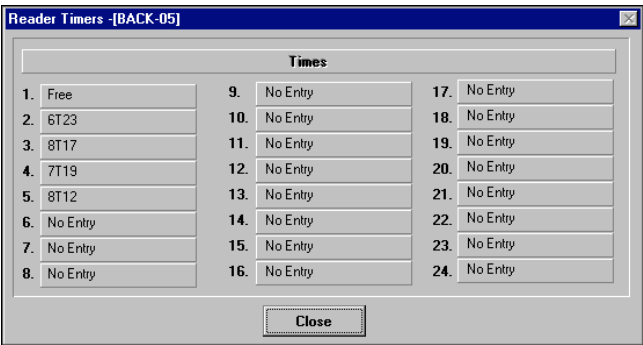


Figure 9.10 : Timers Database.

Note :
The Time Zones and Timers in section 9.9 and 9.10 cannot be changed. It is only for viewing purposes. Any amendments towards the setting should be done in Time Zones Setting and Timers Setting in Chapter 8, section 8.2 and 8.3

CHAPTER 10

10. CARD HOLDERS



This chapter concentrates on Card Holders Database. All card holders are set in the Card Holders command found in the DATABASE main menu. Alternatively you could also click on the above icon which is found in the Speed Button Bar.

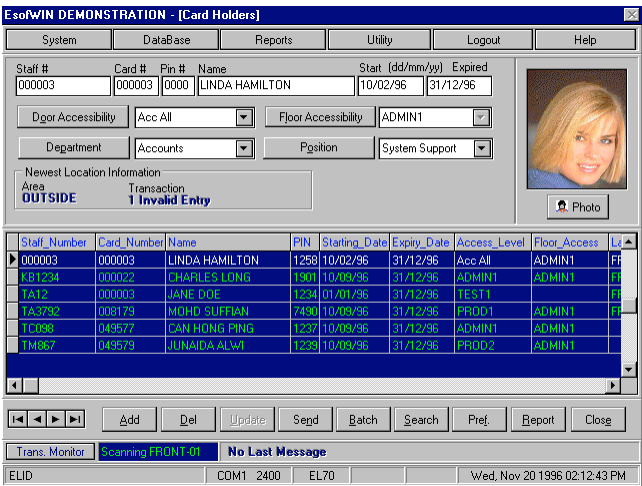


Figure 10.0 : Card Holders Database.

Upon entering this menu, the screen shown in figure 10.0 appears. There are 4 main section on this screen.

- **Editing Screen**
- **Photo Screen**
- **Database Screen**
- **Editing Buttons**

10.1 EDITING SCREEN

The Editing Screen shown in figure 10.1 contains various information on a card holder. You can maintain quite a number of information here.

Staff #	Card #	Pin #	Name	Start (dd/mm/yy)	Expired
123778	123778	0000	LINDA HAMILTON	01/11/96	31/12/96
Door Accessibility	Acc All		Floor Accessibility		
Department	Accounts Dept		Position	Executive	
Newest Location Information					
Area		Transaction			
Not Found					

Figure 10.1 : Inserting Screen.

10.1.1 STAFF

First there is the *STAFF #* which is a 12 character field for you to store the staff code or employee number of the card holder. This is a unique field whereby no duplication of setting will be accepted.

10.1.2 CARD

Then you must enter the *CARD #*, it is a 6 digit number. This number must be the same number embossed or printed on the access card given to the Card Holder.

10.1.3 PIN

This field allows you to define the *PIN #* for the card holder. For controllers that support user defined PIN (e.g. EL2200), this PIN can be used in CARD + PIN mode.

10.1.4 NAME

Then there is the *NAME* field that must be entered.

10.1.5 START / EXPIRED

As for the *START* and *EXPIRE* date, you have an option to key in. The *START* date allows you to define when you want the card to be activated. The *EXPIRED* date entry will enable the system to delete expired card from the reader automatically upon you confirmation. If you leave these dates blank, the card will function anyway. However it will function based on the accessibility level.

10.1.6 DOOR ACCESSIBILITY

Next, there is the “**Door Accessibility**” command. You do not need to key in, just click on the down scroll arrow of the “**Door Accessibility**” command to list down all the accessibility levels. Then click on the appropriate choice. The setting of Door Accessibility is done is the beginning of the chapter. However if you wish to add new door accessibility, you can do so by clicking on the word “**Door Accessibility**”. Figure 10.1.6 appears. (*Please refer to Chapter 8, section 8.4 on how to create Door Accessibility.*)

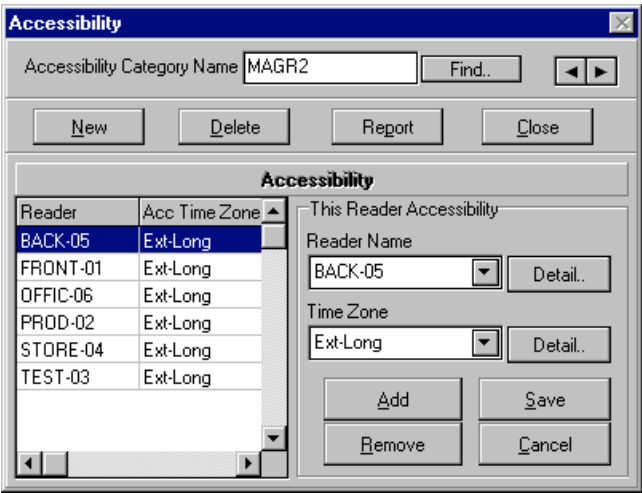


Figure 10.1.6 : Door Accessibility.

10.1.7 FLOOR ACCESSIBILITY

If you are using the lift system, you have to choose the “**Floor Accessibility**” command in addition of the Door Accessibility command. Click on the down scroll arrow of the “**Floor Accessibility**” box and choose the level. The setting of Floor Accessibility is done is the beginning of the chapter. However if you wish to add new floor accessibility, you can do so by clicking on the word “**Floor Accessibility**”. Figure 10.1.7 appears. (Please refer to Chapter 8, section 8.5 on how to create floor accessibility.)



Figure 10.1.7 : Floor Accessibility.

10.1.8 DEPARTMENT / POSITION

Finally we move to the “**Department**” and “**Position**” command. You can create a new department by clicking on the word “**Department**”. The screen shown in figure 10.1.8A appears.

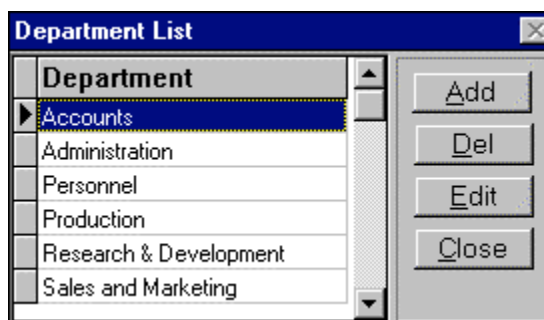


Figure 10.1.8A : Department List.

You can use the command buttons in this screen to add, delete and modify the departments. The same concepts applies for the “**Position**”. Click on the “**Position**” command and figure 10.1.8B appears. A list of position is displayed on the screen.

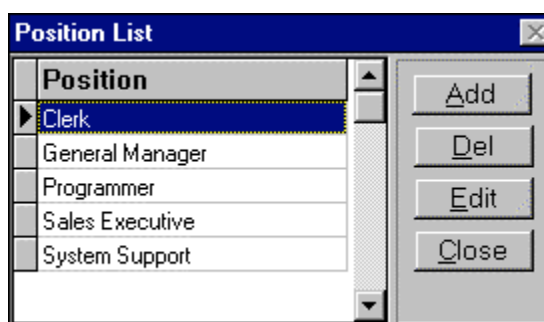


Figure 10.1.8B : Position List.

Just select the position you want and press the ENTER key.

10.1.9 NEWEST LOCATION INFORMATION

“**Newest Location Information**” panel displays the last location the Card Holder has accessed and the Status of the access.

10.2 PHOTO SCREEN

The Photo Screen displayed in figure 10.2A, is merely used to display the Card Holder’s photo.



Figure 10.2A : Photo Screen.

Click on the word “**Photo**” and the screen shown in figure 10.2B appears.

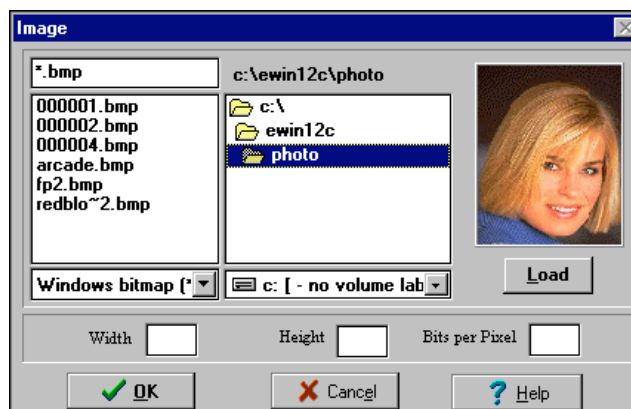


Figure 10.2B : Image File.

However before doing this you should have scanned and capture an image. Then save the image as a file. **EsofWIN** supports the following common graphic files format : JPG, BMP, PCX, TIFF and GIF. Just select the appropriate file and “**Load**” it.

10.3 DATABASE SCREEN

Staff_Number	Card_Number	Name	PIN	Starting_Date	Expiry_Date	Access_Level	Floor_Access	Li
TA12	000001	JANE DOE	1234	12/09/96	31/12/96	Acc All	Acc All	
TA3792	000011	CHARLES LONG	7490	12/09/96	31/12/96	Acc All	Acc All	
TC098	000004	CAN HONG PING	1237	12/09/96	31/12/96	Acc All	Acc All	
TC576	000005	JENNIFER CHOO	1901	12/09/96	31/12/96	Acc All	Acc All	
TD980	000006	ARIUMUGAM	1258	12/09/96	31/12/96	Acc All	Acc All	
TM967	000003	LINDA HAMILTON	1239	12/09/96	31/12/96	Acc All	Acc All	
TV1234	000002	JACK HOLINGSHEAD	1236	12/09/96	31/12/96	Acc All	Acc All	

Figure 10.3 : Database Screen.

This screen displays a grid which contains all records in the Card Holder DB. You can browse through the database via the vertical scroll bar and double click on any record you wish to edit.

Note :

These records can be sorted according to any one of the above fields' order. This is done by selecting the “Pref.” command and “Sort Order”. (Refer to section 10.4.5 on the “Pref.” command.)

10.4 EDITING BUTTONS

Editing Buttons consist of a list of commands that you can perform on the Card Holder DB. The commands are briefly described in the following sections.

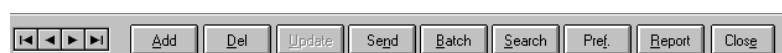


Figure 10.4 : Editing Buttons.

10.4.1 VIEWING BUTTONS

Four (4) Viewing Buttons are available for you to browse through the database.

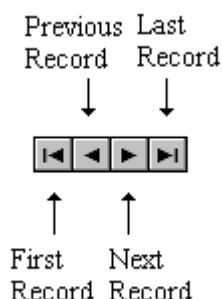


Figure 10.4.1 : Running Buttons.

10.4.2 ADD

To add a card holder, click on this command. Enter the *Staff#*, *Card#*, *Pin#*, *Name*, *Start* and *Expired Date*, *Door Accessibility*, *Department* and *Position* in the Editing Screen, click the **“Update”** button when done. A card holder record would be created.

10.4.3 DELETE

To remove a card holder from the database, select the card holder first then click on the **“Del”** button and the card holder record shown on the Editing Screen will be deleted from the database.

10.4.4 UPDATE

This command is to save the changes made on the Editing Screen.

10.4.5 SEND

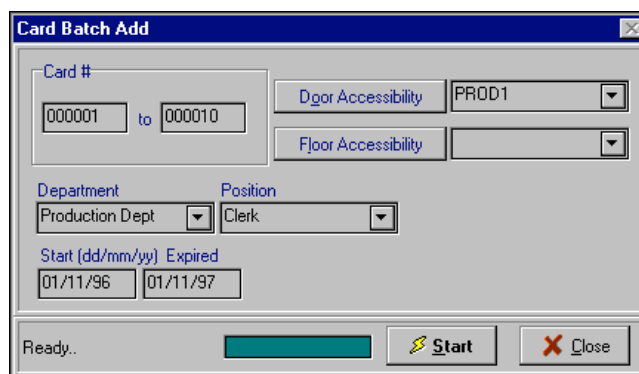
Once you have finish setting all the parameter, click on the **“Send”** button and the card that is highlighted will be sent down to the readers automatically, based on door accessibility setting.

10.4.6 BATCH

There are 2 commands associated with **“Batch”**. **“Batch Add”** which allows you to add card holders in batches and **“Batch Delete”** which allows you to delete a batch of card holders stored in the database.

10.4.6.1 (+) Batch Add

Upon entering into this command choose **“Batch Add”** and figure 10.4.6.1 appears.



The 'Card Batch Add' dialog box contains the following fields and controls:

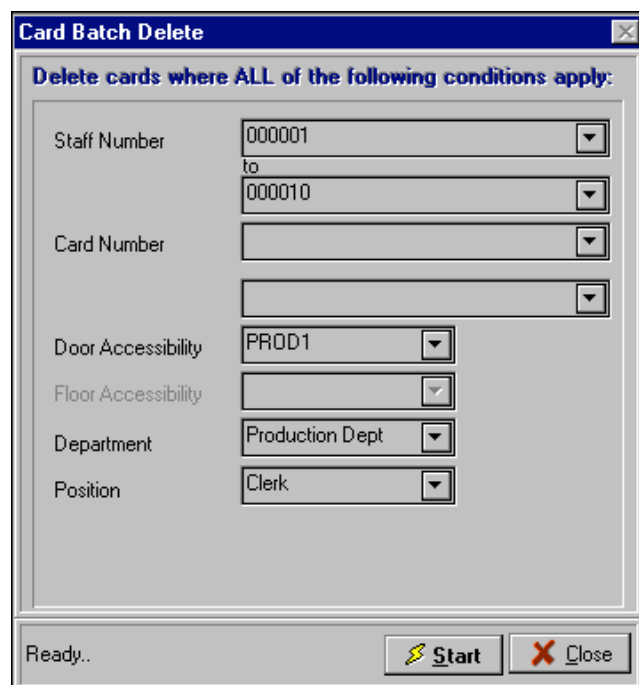
- Card #**: Two text boxes with '000001' and '000010' separated by a 'to' label.
- Door Accessibility**: A dropdown menu with 'PROD1' selected.
- Floor Accessibility**: An empty dropdown menu.
- Department**: A dropdown menu with 'Production Dept' selected.
- Position**: A dropdown menu with 'Clerk' selected.
- Start (dd/mm/yy)**: A date field with '01/11/96'.
- Expired**: A date field with '01/11/97'.
- Status**: A green progress bar.
- Buttons**: 'Start' (with a lightning bolt icon) and 'Close' (with a red X icon).

Figure 10.4.6.1 : Batch Entry.

For example, if you wish to create the records for a group of 10 production worker. You can do so by keying the starting number and ending number on the *Card #* text boxes. Then maintain the *Department* and *Position*. Those field that varies like the *Name* field ought to be keyed in separately. After editing, click the “**Start**” button to add the card holders to the database.

10.4.6.2 (-) *Batch Delete*

The same procedure applies for deleting a batch of card holders. Upon choosing this command the figure 10.4.6.2 appears. Key in the appropriate fields and click “**Start**” button to delete a list of card holders from the database.



The 'Card Batch Delete' dialog box contains the following fields and controls:

- Title**: 'Delete cards where ALL of the following conditions apply:'
- Staff Number**: Two dropdown menus with '000001' and '000010' separated by a 'to' label.
- Card Number**: Two empty dropdown menus.
- Door Accessibility**: A dropdown menu with 'PROD1' selected.
- Floor Accessibility**: An empty dropdown menu.
- Department**: A dropdown menu with 'Production Dept' selected.
- Position**: A dropdown menu with 'Clerk' selected.
- Status**: A green progress bar.
- Buttons**: 'Start' (with a lightning bolt icon) and 'Close' (with a red X icon).

Figure 10.4.6.2 : Batch Delete.

10.4.7 SEARCH

The command “**Search**” is used to search for a particular card holder. You are able to search by either keying in the *Card #* or the *Staff #*. Then click “**OK**” and the cursor will point to the specific record. The Search screen is displayed in figure 10.4.7.

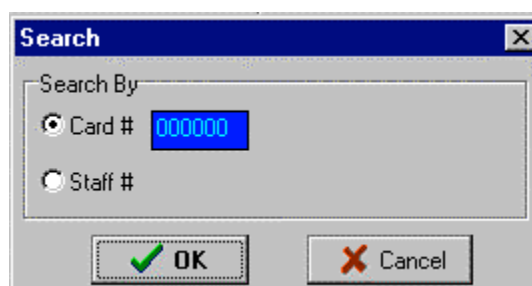


Figure 10.4.7 : Search Screen.

10.4.8 PREF

The command “**Pref.**” is used to change card holder preferences. Two user definable fields can be created here. Besides this you are also able to define the database *Sorting Order* and perform *Auto Downloading to Readers*. Click on this command and figure 10.4.8 appears.

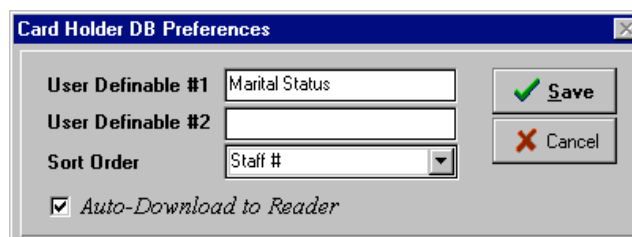


Figure 10.4.8 : Database Preferences.

10.4.8.1 User Definable Fields

User Definable fields can be created to hold additional information of the card holder for example, Marital Status/ Sex/ Tel No and etc. After keying in the fields, you can click the “**Save**” button to save the new definition into the database. The next time you go into the Card Holders Database, you will be able to see the newly defined fields.

10.4.8.2 Sorting Order

This setting allows you to define the Sorting Order for the records in the Database Screen. The down scroll arrow of the *Sort Order* box at the right opens into a list of available choices when you select it. The scroll bar on your right allows you to browse through the list and select the one you wish. Select the field that you wish to use as the key for sorting and press ENTER.

10.4.8.3 *Auto-Downloading to Reader*

This is an option field whereby you can force the cards to be sent down to readers automatically each time it is being created or modified. To activate this mode, check the *Auto Download To Reader* option as shown in figure 10.4.8,

10.4.9 REPORT

Finally the command “**Report**” brings you to figure 10.4.9A. You can generate your report and sort your printing according to your own selection.

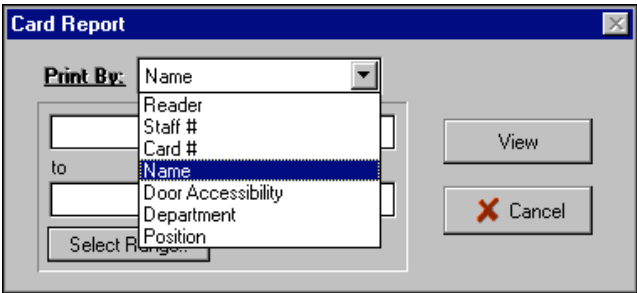


Figure 10.4.9A: Report Screen.

If you select the field *Name*, your report should look like figure 10.4.9B.

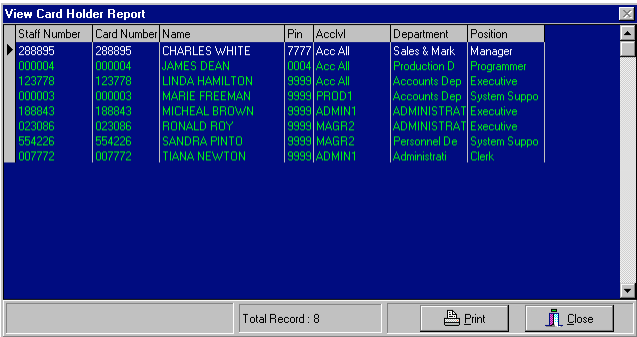


Figure 10.4.9B : Report Screen.

10.4.10 CLOSE

Click on this button to exit from the Card Holders screen.

CHAPTER 11

11. DOWNLOADING TO READERS



The commands described in this chapter allows you to download parameters and databases to specified readers as well as controlling directly the operation of the reader.

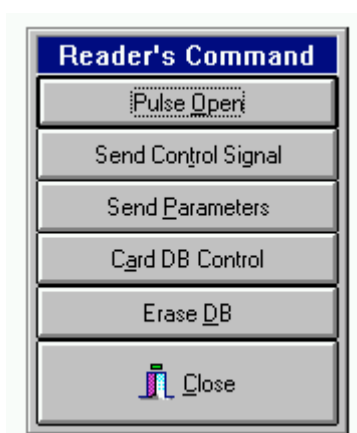


Figure 11.0 : Reader's Command.

Move the mouse to the Speed Button Bar and click on the above icon. The Reader's Command screen appears, as displayed in figure 11.0. The commands discussed in this chapter consist of the following :-

- **Pulse Open**
- **Send Control Signal**
- **Send Parameter**
- **Card DB Control**
- **Erase DB**
- **Close**

11.1 PULSE OPEN

Upon entering into this command, the display shown in figure 11.1A appears on the screen. *Pulse Open* is to momentarily unlock the door by activating the locking device.

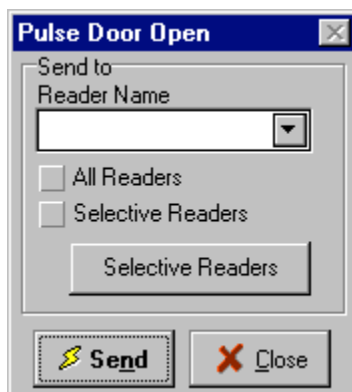


Figure 11.1A : Pulse Door Open.

You can choose to download the control action to a specific reader, to selected readers or to all readers. This is done in the “**Send To**” selection panel.

If you choose to send to a specific reader, you need to select the target reader from the *Reader Name* drop-down list box. Just click on the down scroll arrow of the *Reader Name* drop-down list box to list the available readers, then click the mouse on the selected reader.

If you choose all readers, then check the *All Readers* option. The control action will be sent out to all readers consecutively.

If you choose selective readers, then you should check the *Selective Readers* option. Then, click the “**Selective Readers**” button to bring up the screen as shown in figure 11.1B.

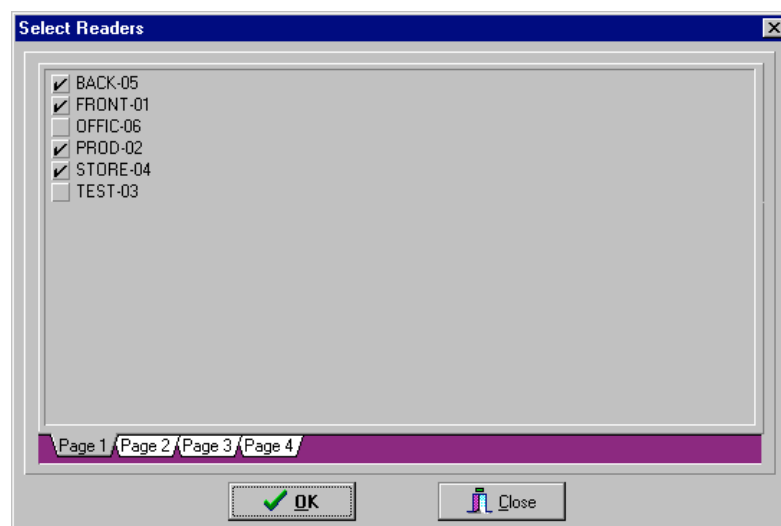


Figure 11.1B : Reader Selection.

You should check those readers that you want to download the control action. You can toggle between select and deselect by clicking the mouse against it. Then you can return to the original screen by clicking the “**OK**” button. Finally having made all the necessary selections, click the “**Send**” button.

Note :

First priority is given to “All Reader”, followed by “Selective Readers”, then “Individual Readers”. If you have selected all readers and decide to switch to individual reader, then make sure to deselect the “All Reader” command first.

11.2 SEND CONTROL SIGNAL

This command allows you to send control signal to readers in the system. When you enter into this command, the screen shown in figure 11.2 appears.

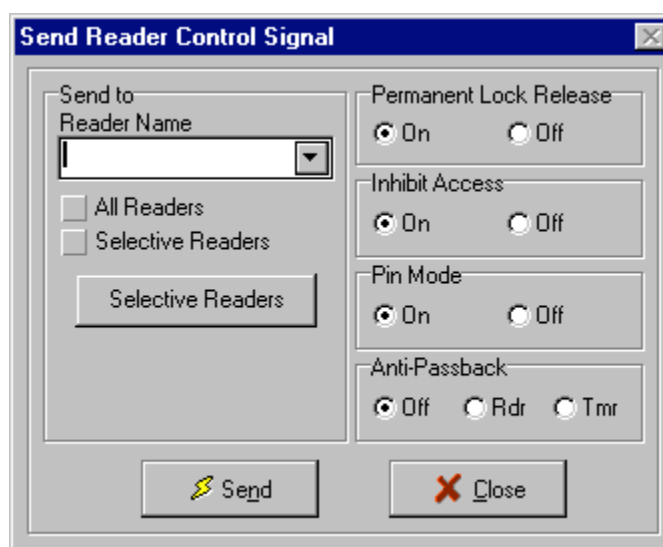


Figure 11.2 : Send Reader Control Signal.

Firstly, you need to select the target readers in the “Send To” selection panel. (Refer to section 11.1 for details). Four (4) sets of radio buttons are available to set the following actions :

11.2.1 Permanent Lock Release

If you select “On” for this command then the door is kept unlocked all the time. The door will only be locked back when you select “Off”.

11.2.2 Inhibit Access

If you select “On” for this command, then entry of all card holders is suspended temporarily. Access is granted only when you select “Off”.

11.2.3 Pin Mode

If you select “On” for this command, then the reader is forced to enter into CARD + PIN mode. To switch back to the CARD mode, click on “Off”.

11.2.4 Anti-Passback

This option has 3 selection. You may select “**Off**” to disable anti-passback, select “**Rdr**” to enable anti-passback by reader, or select “**Tmr**” to enable anti-passback by timer. Please refer to EL2200 or EL2000 user manual for details of Anti-Passback function.

Finally having done all the necessary selections you can click on the “**Send**” button.

11.3 SEND PARAMETER

Parameters associated with readers are set in the Door Parameter command discussed in Chapter 9. The setting are downloaded to the readers using the *Send Parameter* command described here. Firstly, you have to define the target readers in the “**Send To**” selection panel. (*Refer to section 11.1 for details.*)

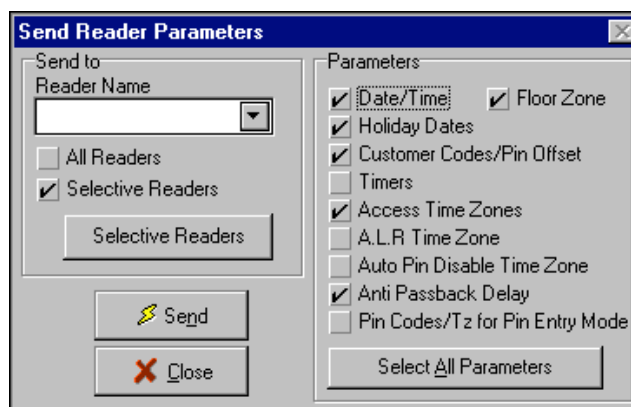


Figure 11.3 : Send Reader Parameter.

You may click on “**Select All Parameters**” button to select all parameters or check on those parameters you wish to download to readers. Finally, press the “**Send**” button to execute this command.

11.4 CARD DB CONTROL

Upon entering this command, the screen shown in figure 11.4 appears. Methods for establishing Card Holder Database has been explained in Chapter 10. They are stored in the PC memory. To send the card numbers to the correct reader, we need to use the Card Holder commands described in this section.

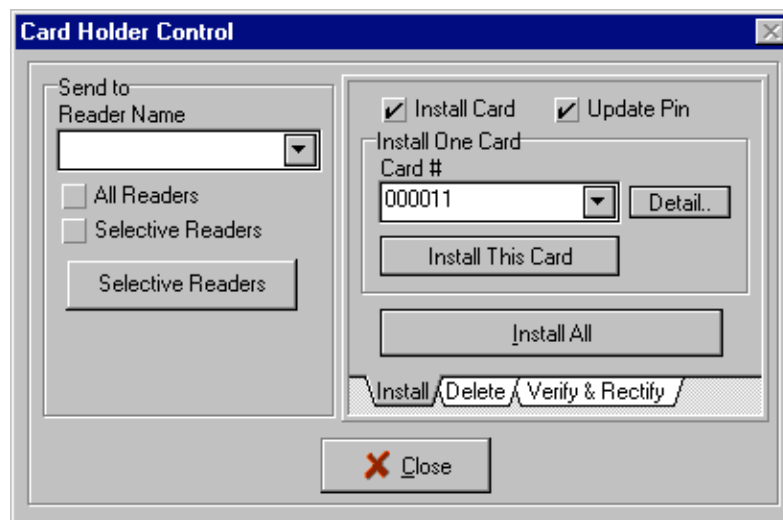


Figure 11.4 : Card Holder Control.

There are three (3) notebook tabs associated with card holder database, namely “**Install**” allows you to add cards, “**Delete**” allows you to remove cards from the readers and “**Verify & Rectify**” allows you to check whether there are any differences between card holder ID stored in the reader from that in the PC database. Click the notebook tab to switch between the commands.

Check the “**Install Card**” checkbox to activate it, then you need to specify the target readers in the “**Send To**” selection panel.

Next choose the cards that you wish to send down. You have the option of sending one card or all cards in database to readers. For sending one card, you need to select the card to be sent at the *Card #* drop-down list box, then click the “**Install This Card**” button.

If you opt to install all cards in the database, click the “**Install All**” button.

For reader that supports user definable PIN, you may check the “**Update Pin**” checkbox to send down the PIN at the same time. You may use this command to download new PIN at the same time. You may use this command to download new Pin to readers. In this case, you should only check the “**Update Pin**” checkbox and remove the check mark on the “**Install Card**” checkbox.

The same steps apply to “**Delete**” command. You have the option to delete one card or all cards in the database. When you execute the “**Install**” or “**Delete**” command, *EsofWIN* will Install / Delete the card to / from readers based on the door accessibility assigned to the card holder.

The third command is “**Verify & Rectify**”. It is meant to check whether the cards in the reader is similar to that in the PC. The card holder ID, time zone and any differences between PC database and reader database are listed.

11.5 ERASE DB

There are 2 database kept in the reader controller (not the PC) that can be cleared by this command. The first is the card holder database described in 11.4 and the second is the transaction database that stores the activity log of the reader described in Chapter 14. Upon entering this command, the screen shown in figure 11.5 appears.

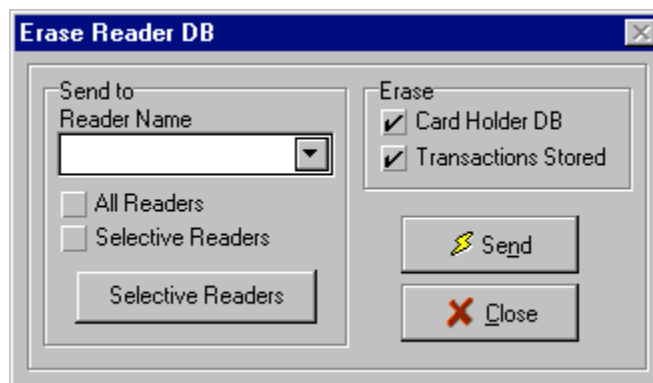


Figure 11.5 : Erase Reader Database.

Firstly , you have to select the target readers at the “**Send To**” selection Panel. Then, select the database to be erased by checking the “**Card Holder DB**” and “**Transactions Stored**” checkboxes. Finally click the “**Send**” button to execute the command.

11.6 CLOSE

Click on “**Close**” button to exit from the Reader’s Command screen.

CHAPTER 12

12. READER TRANSACTION & REPORTS

ELID readers automatically log all events occurring at the door it controls including such information as what card numbers have entered, the person's particular and photo display, at what date and time. The commands in SYSTEM MENU, Preference Sub-Menu and REPORT MENU allows these transaction records to be uploaded and printed out.

This chapter starts with Preferences Sub-Menu, and then goes on to discuss REPORT MENU. In particular the following are discussed.

- **On-line Scanning** (System Menu, Preference Sub-Menu)
- **Status Bar Message** (System Menu, Preference Sub-Menu)
- **Latest Photo Display** (System Menu, Preference Sub-Menu)
- **Report Menu**

Go to the SYSTEM MENU and click on the Preferences button and figure 12.0 is displayed.

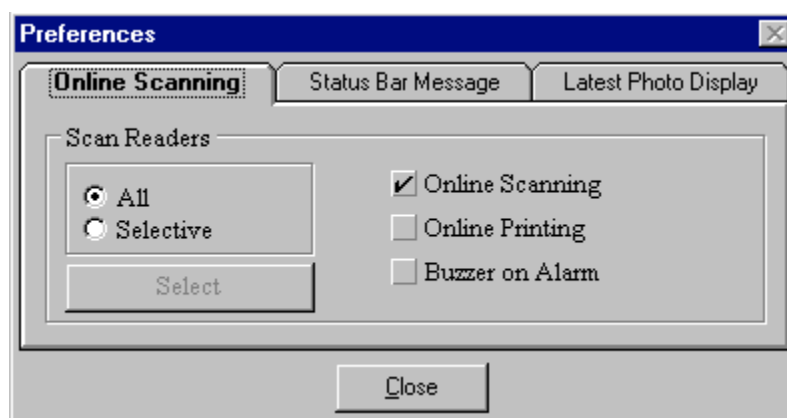


Figure 12.0 : On-line Scanning.

In the above screen there are three tab for you to choose. The “**Online Scanning**” tab, the “**Status Bar Message**” tab and “**Latest Photo Display**” tab. Each of these tab allows you to set different Preferences.

12.1 ON-LINE SCANNING

This command consist of the following components:-

- **Scan Readers**
- **On-line Scanning**
- **On-line Printing**
- **Buzzer On Alarm**

12.1.1 Scan Readers

This command allows you to define the readers that you wish to monitor .You have the option to monitor all readers or selective readers in the system by selecting the “**All Readers**” or “**Selective**” option button. If you opt for “**Selective**” readers, then you are required to specify the readers to be monitored by clicking the “**Select**” button. Figure 12.1.1 appears, just check the reader tag name checkbox for those readers you wish to monitor.

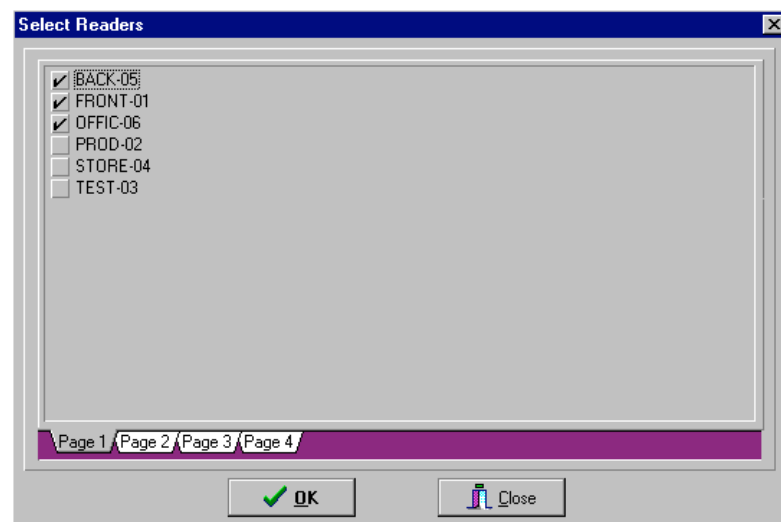


Figure 12.1.1 : Selective Readers.

12.1.2 On-line Scanning

EsofWIN is a multi-tasking software that allows Online Scanning of readers to be performed in the background while other commands are being executed. To activate this mode, check the *Online Scanning* checkbox.

12.1.3 On-line Printing

You can also opt to check the *Online Printing* box. The On-line Printing will force the printer attached to the PC to log down transactions immediately as and when they are received.

12.1.4 Buzzer On Alarm

This option activates the PC speaker on the occurrence of an invalid (abnormal) transaction. The alarm will go on until the user clicks at the Acknowledge Alarm button (*refer to section 18.1*) to acknowledge and stop the buzzer.

After specifying all the selections, click the **“Close”** button to exit from this command.

Note :

Transactions received from readers are filtered based on the “Logged Transaction” and “Alarm Transaction” as defined in READER DB setting. Only those transactions selected in “Logged Transaction” screen are logged and only those transactions selected in “Define Alarm Transaction” will activate the buzzer or generate an alarm.

12.2 STATUS BAR MESSAGE

The following setting allows you to define the type of transaction to be shown on the status bar. Click at the Status Bar Message and figure 12.2 appears.

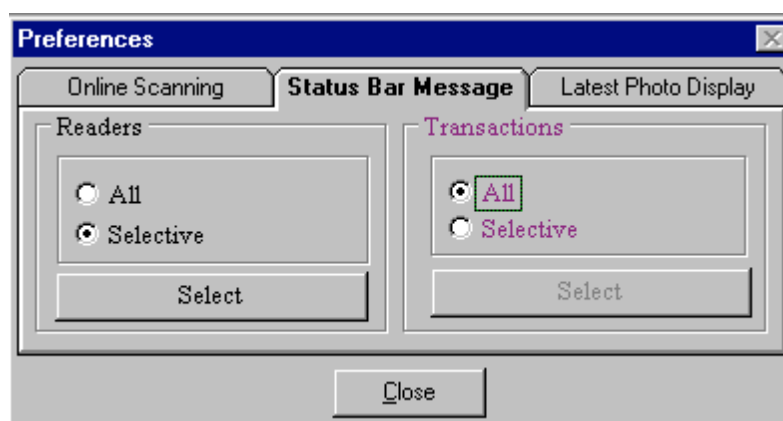


Figure 12.2 : Status Bar Message.

12.2.1 Reader

Just like the Online Scanning command, you can select the readers to be monitored. (*Refer to section 12.1.1 for details of selecting readers.*)

12.2.2 Transaction

After selecting the reader, you have to select the type of Transactions that you want to be display on the Status Bar. Choose **“All”** if you want any transactions to be displayed. If you wish to display only certain transactions, click **“Selective”**. A list of Transaction will appear on the screen as shown in figure 12.2.2. Check those transaction that you want to be displayed on the Status Bar. When done click the **“Update”** button.

After specifying all the selections, click the “Close” button to exit from this screen.

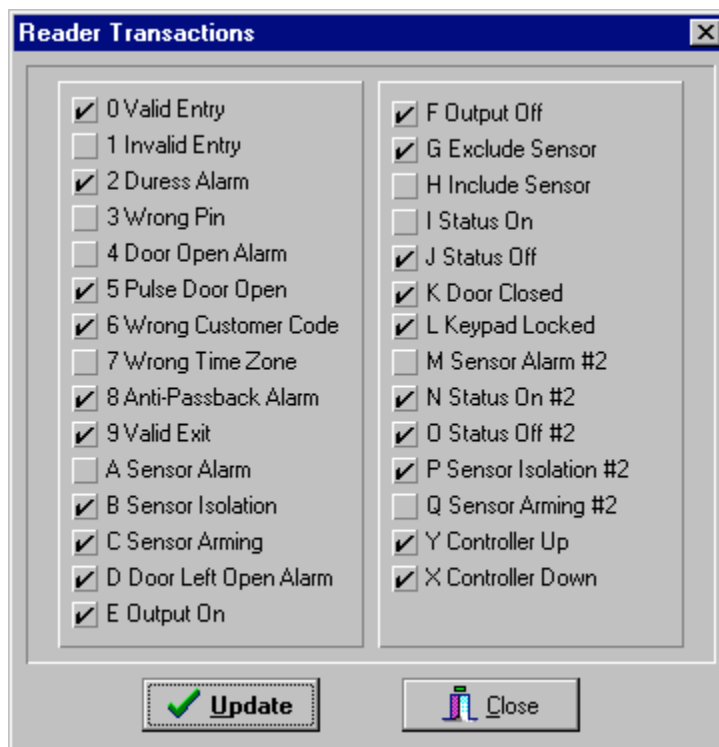


Figure 12.2.2 : Readers Transaction.

12.3 LATEST PHOTO DISPLAY

This setting allows you to set the criteria for displaying the stored image of card holder on screen. Click at the “Latest Photo Display” tab and figure 12.3 appears.

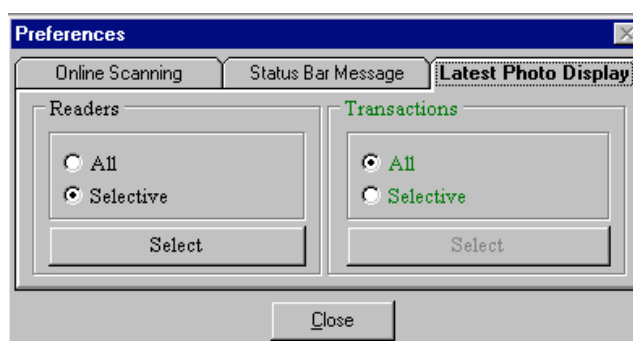


Figure 12.3 : Latest Photo Display.

12.3.1 Readers

Just like the previous command, you need to define the readers to be used by this function. (*Refer to section 12.1.1 for details of selecting readers.*)

12.3.2 Transaction

After selecting the reader you can select the type of transactions that will bring up the stored photo image of the card holder. Click on **“All”** button of the Transaction option to enable stored photo image to be displayed on any transaction received.

Likewise, you may set to bring up the stored photo image on Selective Transactions via **“Select”** button. When done click the **“Update”** button.

After specifying all your requirements click the **“Close”** button to exit from this screen.

12.4 REPORT MENU



This function allows you to generate transactions report and user report. You can choose the report based on your own set of selection. Click on the REPORT MENU or alternatively you could click on the above icon from the Speed Button Bar.

Figure 12.4: Access Report.

12.4.1 Date/Time

You can specify the date of the transaction that you want to retrieve and print out. The format is DD/MM/YY (date,month,year).

You can also specify the time of the transaction that you want to retrieve and print it out. The format is HH:MM (hour,minute). 24 hours format is used, e.g. 5:00pm is 17:00.

12.4.2 Sort Order

This setting allows you to specify the sorting order of the transaction in the report. There are 3 different sorting keys that you can specify. The sorting of reports would be according to all the three sorting keys that you have identified, one after another.

12.4.3 Select Transaction

This setting allows you to choose the type of transaction to be printed in the report. Click on “**Select Transaction**” button and you will find 29 types of transaction as shown in figure 12.2.2. Check the transaction checkbox that you wish to print out reports.

12.4.4 Export

Click on “**Export**” button and figure 12.4.4 appears. Export facility allows you to export *EsofWIN* transactions to text file. The exported file may be used by third party software packages for other usage. Just type in the *Date Range* that you would like to be specified in the text file.

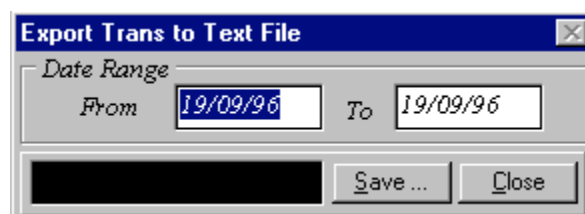


Figure 12.4.4 : Export Transaction.

12.4.5 View /Print

This command enables you to View and Print the transactions.

12.4.6 Open History File

This command is to select the transaction file for report generation. Click on this button to bring up the File Open dialog box as shown in figure 12.4.6. Highlight the file that you wish to print out and click the “**OK**” button.

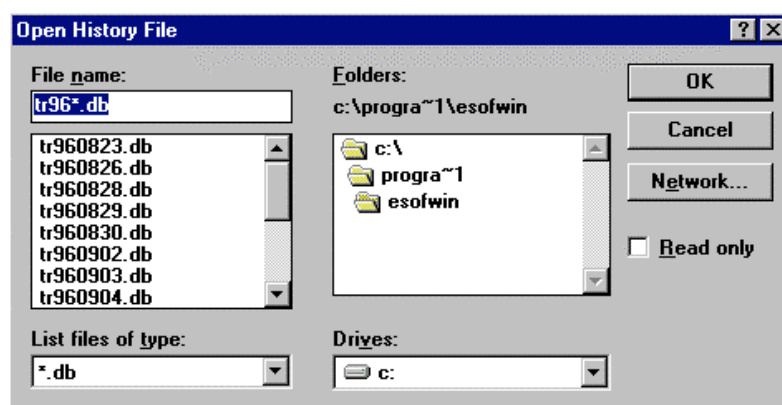


Figure 12.4.6 : History File.

12.4.7 Reader Filter

Reader filter is used to print report for selected readers. Click the “**Select**” button next to the Reader text box to bring up the following screen :

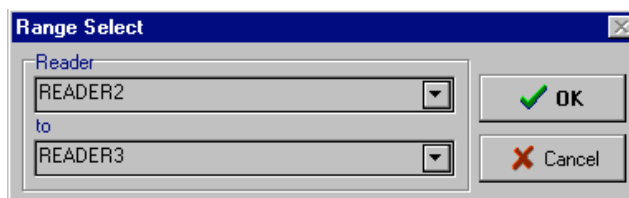


Figure 12.4.7 : Range Select for Reader.

12.4.8 Employee#, Card#, Name, Department, Position Filters

Now, define a range of readers to be used as reader filter by selecting the reader tag name on the drop-down list boxes.

Other report generation filter provided are *Employee #*, *Card #*, *Name*, *Department* and *Position*. You can use the same steps as in defining Reader filter to specify the above filters.

If more than one filter is used, the filters are processed in top-down order, which starts with *Reader*, *Employee #*, and so on.

CHAPTER 13

13. System User

System User are those people who are granted authority to use *EsofWIN* program. There are 2 commands which are available for setting the identity of a system user and defining the types of command they could use. These 2 commands are :-

- **System Users** (System Menu)
- **Change Password** (Utility Menu)

13.1 SYSTEM USER



Click on the SYSTEM MENU, sub-menu System Users and figure 13.1A appears. Alternatively you could also click on the above icon from the Speed Button Bar. This command allows a super user (a level 1 user with access to every command) to enter in the name, ID and password for other system users.

User ID	Name	Password	Prior
ELID	ELID	ELID	All
JOHNSON	JOHNSON	DABAD00	MapC

Figure 13.1A : System User Data.

To create a System User you need to click on the “Add” button, then key in the System User particulars on the text boxes available. User ID and Password are used for logging on to the system. Hence, a System User must enter the correct User ID and Password only then is he allowed to access the system commands. Name is a description field which stores the full name of the system user.

EsofWIN provides priority or access level to each individual System User. Each priority level defines the set of commands available to the system User. A default priority level is provided to be assigned to Managers or owners, namely “**All**”, this priority level allows access to all *EsofWIN* commands.

To assign priority level to a System User, just click the down scroll arrow of the priority level drop down list, then select a predefined level. If you wish to define a new priority level, then click the “**Define**” button next to the Priority level drop-down list box and following screen will appear.

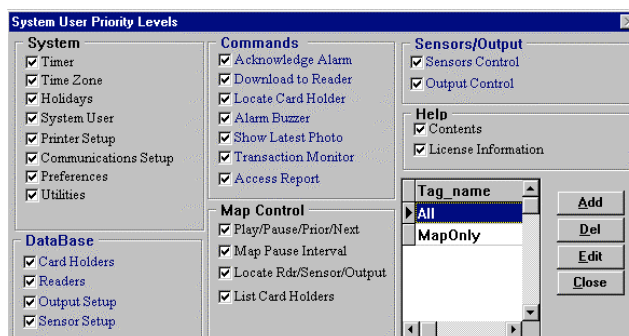


Figure 13.1B : Systems Users Priority Level.

System commands are grouped under different heading. This makes the selection fast and easy. Firstly, click the “**Add**” button, then enter the name of the priority level at the tag name grid. The next thing you have to do is to select the commands to be accessed by this priority level when done click the “**Save**” button

You can edit an existing priority level setting by clicking the “**Edit**” button. To delete the priority level record shown on the screen, click the “**Del**” button.

You may attach the photograph of the System User to the database when editing a System User record, click the “**Photo**” button, then select the graphic file that contains the photo image of the System User.

13.2 CHANGE PASSWORD

Each system user, identified by its User ID, has also a Password for protection. The password can be modified at any time by the command “**Change Password**” under the UTILITY MENU. The screen shown in figure 13.2A appears.

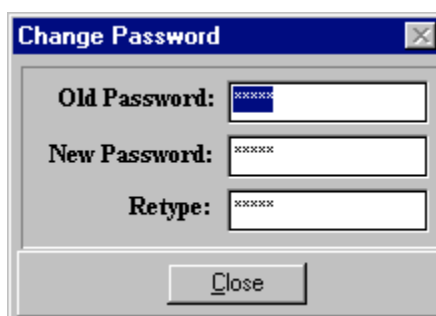


Figure 13.2A : Changing Password.

Click at the *Old Password* field and type in the current password. Then click at the *New Password* and key in the new password you would like to impose.

Move your cursor to the *Retype* column and retype the new password. A message will prompt indicating that the process of changing password has been successfully carried out. Figure 13.2B appears.

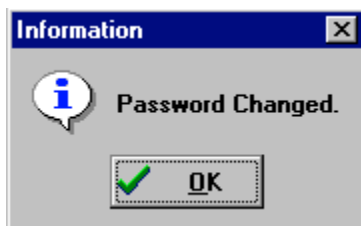


Figure 13.2B : Information Screen.

CHAPTER 14

14. UTILITY COMMANDS

Utility Commands are used to perform housekeeping functions of System Databases. Commands provided include backing up transaction and system data, as well as restoring corrupted database.

- **Backup**
- **Restore**
- **Export Transaction**
- **Reindex**
- **System Information**

14.1 BACKUP

Backup command is used to backup System Databases and Door Transactions. Upon entering this command, the following screen appears :

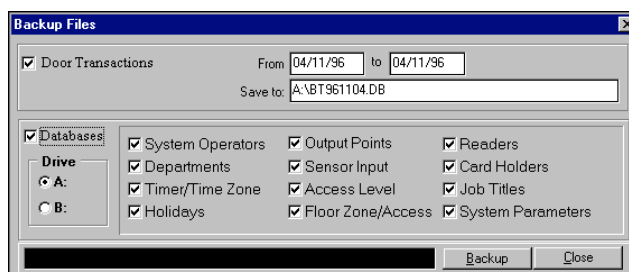


Figure 14.1 : Backup Files.

14.1.1 Backup Door Transaction

For backing up door transactions, you need to check the Door Transactions checkbox. Then, enter the data filter at the *From* and *To* text boxes. Dates must be entered in DD/MM/YY format. Lastly, enter the backup file name at *Save To* text box. You must enter the file name with full path. After these data have entered, click the **“Backup”** button to start the backup operation.

14.1.2 Backup Database

System Databases are the most essential component of *EsofWIN*. It is advisable that you perform backup on these databases whenever you make major changes. System Databases are not allowed to be backup on hard disk. This is to prevent form losing the working copy and backup copy of System Databases when the hard disk fails. To perform backup, first you need to specify the target disk drive (*Drive A or B*), then, select the databases to be backup by checking the database checkboxes. Finally, click the **“Backup”** button to start the backup operation.

(Note : Since the databases are inter-related, it is advised that backup should be done for all the databases in one go so that you can keep a complete and updated copy of your system databases.)

14.2 RESTORE

This command is to Restore System Databases from the backup diskettes. Upon entering this command, the following screen appears :

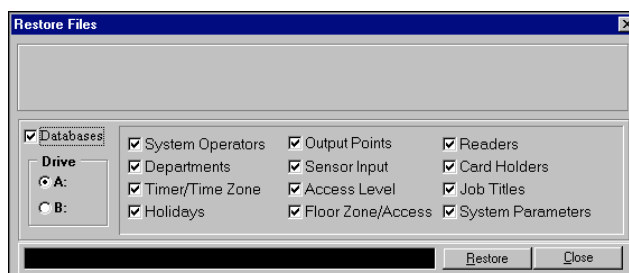


Figure 14.2 : Restore Files.

First, you need to specify the disk drive to be used for restore operation. Then, specify the databases that you wish to restore from backup diskettes. Finally, click the **“Restore”** button to start the operation.

14.3 EXPORT TRANSACTION

This command is to export transaction records to a ASCII file. Transactions are exported based on specified date range. Upon entering to this command, the following screen appears :

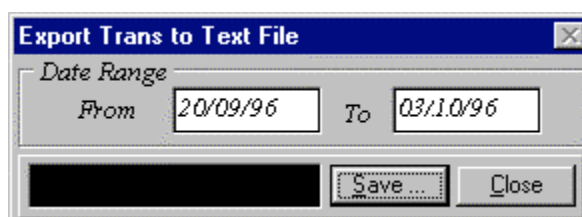


Figure 14.3 : Export Transaction.

Now, you need to enter the starting date and ending date on the date range text boxes. Click on the **“Save”** button and you would then get a dialog box to specify where you would like to save the text file. Key in the text file with the name you want, default would be noname.txt. When done click the **“OK”** button.

14.4 REINDEX

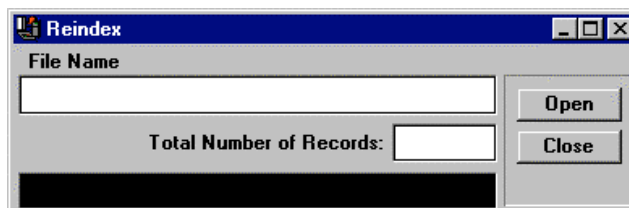


Figure 14.4 : Reindex Databases.

Click at the Reindex button in the UTILITY MENU and figure 14.4 appears. Under certain conditions, the access level database, card holder database and transaction database may suffer corruption, causing unpredictable effects. When this occurs, you need to perform the Reindex command, to recover the database.

14.5 SYSTEM INFORMATION

Click at the System Information button of the UTILITY MENU and figure 14.5 appears.

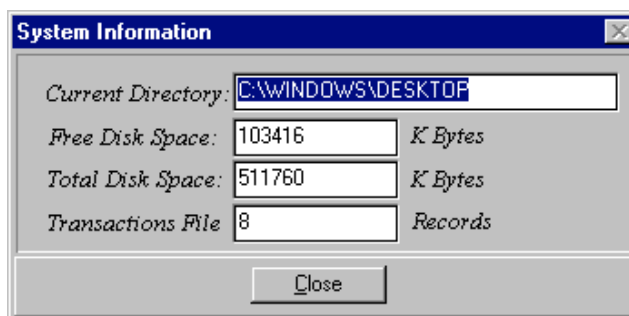


Figure 14.5 : System Information.

The above screen displays the correct working directory, available disk space, and size of Card Holder DB and Transaction DB. Click **“Close”** button when done.

CHAPTER 15

15. LOCATE CARD HOLDER

EsofWIN has been designed to provide straight forward user interface for information retrieval. Locate Card Holder is a standard feature which allow you to locate any card holder within the premises. The procedure is to detect the last location that the card holder has accessed. This feature is very useful in a big organisations when an urgent need of a person arises. In this chapter the following topics are discussed relating to locating a card holder.

- **Locate Card Holder** (Speed Bar)
- **Locate Button** (Control Button)
- **Area Trace Button** (Control Button)
- **Latest Photo Display** (Speed Bar)

15.1 LOCATE CARD HOLDER



Click on the above icon from the Speed Button Bar and figure 15.1A appears.

Figure 15.1A : System Information.

You can locate a card holder by card number or by staff number. Just select the *Card #* option button and key in the card number in the box. Alternatively you could also select the *Staff #* option button and key in the staff number in the box.

Besides this two method, another more convenient way to locate for a card holder is by keying in the Card Holder's name in the *Name* column provided. Just key in the name of the card holder and the screen would display his location.

From the *Newest Location Information* you can find the whereabouts of the card holder. This screen also displays the floor plan tag and grid location of the last reader that the card holder has swiped.

Besides this, in the floor plan (map) you can see the following sign as being displayed in figure 15.1B, which indicates the last reader that the requested card holder has swiped. You can also see the details of the card holder by clicking at the word “**Card Holder Detail**” which is found just below the photo screen.



Figure 15.1B: Pointing Button.

15.2 LOCATE BUTTON

The command “*Locate*”, is found in the Control Button. Click on this command and figure 15.2 appears.

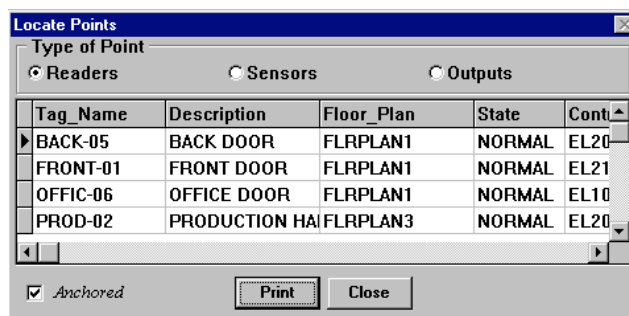


Figure 15.2 : Locate Points.

This screen displays the readers point, sensors point and outputs point. To view individual device, click on the appropriate name. For example if you select the “**Reader**” option button, all the tag name for readers would be displayed.

To locate a Reader, just double click on the particular Reader and the same sign shown in figure 15.1B will appear on the map. The sign will point to the Reader that you have requested.

The command “**Anchored**” is used to prevent the screen from moving to the bottom each time a device is being located. To still this particular screen just check on the Anchored checkbox.

15.3 AREA TRACE

“**Area Trace**” command allows you to list down all Card Holders in a specific area. This command is found in the Control Button. Click on this command and figure 15.3 appears.

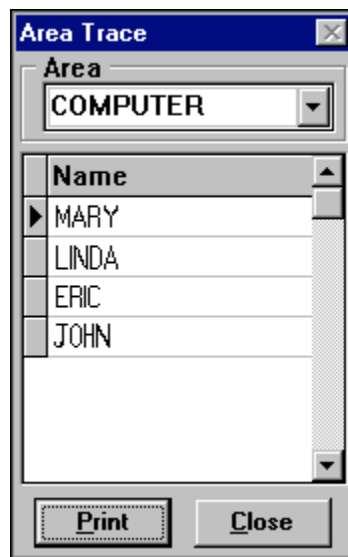


Figure 15.3 : Area Trace.

You can select the desired area from the “Area” drop-down list box. A list of names will be shown on the “Name” grid box. You may use the vertical scroll bar to browse through the list. Double click on any name on the grid box to bring up a dialog box which shows the details of the card holder.

15.4 LATEST PHOTO DISPLAY



Click on the above icon from the Speed Button Bar and figure 15.4 appears. You will be able to see the Photo Display of the latest person who swipe his card. This command is to display the photograph of the latest card swiped at the readers when the time this command is selected.



Figure 15.4 : Latest Photo Display.

Note :

However the latest photo display would depend on the transaction selected under the System Menu, Preference sub-menu/LPD option, that you have define in Chapter 12.3

CHAPTER 16

16. SENSOR INPUTS

The following commands will be described in this chapter :-

- **Specifying Sensor Points**
- **Defining Sensor** (System *Designer* Screen)
- **Sensor Setting** (Database Menu)
- **Sensor Input Control** (Speed Bar)

Most of **ELID** Controllers provided Input points. Please refer to the User Manual of the Controllers for the number of inputs provided.

The input points are configured as basically 1 of 2 types, namely “**Status**” or “**Alarm**” point.

A status point is one that merely monitors the condition of inputs, usually a contact whether the contact is open or closed. The interpretation of the contact depends on the equipment. It could be high / low water level, ON / OFF of a pump, high / low pressure etc.

An alarm point is one whose activation must raise an alert to the system operator, such as ‘door forced open’. For such points, *EsofWIN* also provides arming and disarming commands. When a point is disarmed, it is not in use, and should not raise an alarm.

16.1 SPECIFYING SENSOR POINTS

It is first necessary to specify the sensor points systematically. An example is shown below.

I. Alarm Monitoring

- a) The reader BACK-05 installed in the back door is connected to two alarm sensors. The first sensor monitors the roller shutter, by means of a reed switch. The second is a passive infra red detector (PIR) which scans the production hall. The reader FRONT-01 installed in the front door is connected to a PIR which monitors the foyer.

II. Status Monitoring

- b) The status of an oven (High / Low Temperature), and an air compressor unit (High / Low Pressure) are monitored by the reader PROD-02 in the production hall door. The Power supply of a tester is monitored by a sensor input connected to reader TEST-03 in the testing room.

INPUT POINT MAPPING

READER TAG	MODEL	POINT #	POINT TYPE	PURPOSE	INPUT TAG
BACK-05	EL2001	1	Alarm	Roller Shutter	ROLL-051
		2	Alarm	PIR Hall	PIR1-052
FRONT-1	EL2100	1	Alarm	PIR Foyer	PIR2-011
		2	Not Use	-	-
OFFIC-06	EL2001	1	Not Use	-	-
		2	Not Use	-	-
PROD-02	EL2001	1	Status	Oven Temp	OVEN-021
		2	Status	Comp Air Pre	AIR-022
TEST-03	EL2001	1	Status	Power Supply	POWR-031
		2	Not Use	-	-

16.2 DEFINING SENSOR

Defining sensor is done in the *EsofWIN System Designer's* screen. (Please refer to section 6.2).

Upon entering this command, a screen such as figure 16.2 appears that requires you to key in a number of parameters. The example below gives the entry for the first point 'ROLL-051'.

Figure 16.2 : Defining Sensor Point.

First hit the create key, and then key in the *Tag Name*. It is suggested that you key in tags that will give both the nature of the sensor device (for ease of operation) as well as the physical address of the point (for ease of trouble shooting). Thus, the roller shutter is labeled as 'ROLL-051' because Roll signifies Roller Shutter, 05 is the reader address, and 1 is the first sensor point.

Next key in the *Description* - 'ROLLER SHUTTER SENSOR'. *Logical Point #*, is the physical address of the sensor, in this case, it is set at '01'. *Attach To Reader*, in this case should be 'YES' and the *Reader Name* is 'BACK-05'. *Sensor Point #* is the first point.

Operating Mode can either be ‘Alarm’ or ‘Status’. *On Text* and *Off Text* are the remarks that will appear on the screen when the point is activated or deactivated. In this case we use the words: ‘ROLLER SHUTTER OPEN’, and ‘ROLLER SHUTTER CLOSED’.

Upon completion of the setting, click “**OK**” to save and exit. Continue to enter in other sensor points defined in the table.

Note :

Some of the settings relating to the hardware, such as the type of point [alarm/status/inhibit] and other settings [NC/NO contact] etc. have to be set in the individual controllers and not from the PC)

16.3 SENSOR SETTING

This command is found in the DATABASE MENU. Click on the Sensors sub-menu and figure 16.3 appears.

The screenshot shows a window titled "Sensor DB". It contains a form for configuring a sensor and a table of sensor points.

Sensor Configuration Form:

- Sensor Name:** ROLL-051
- Description:** ROLLER SHUTTER SENSOR
- Logical Point #:** 1
- Operating Mode:** Alarm
- State:** NORMAL
- Attached to Reader:** BACK-05
- Sensor Point #:** 1
- ON Text:** Roller Shutter Open
- OFF Text:** Roller Shutter Closed
- Disarm Time Zone:** Free Acc (dropdown menu)
- Details...** (button)

Sensor Points Table:

Sensor Name	Description	Logical Point #	State	AttachDevice	AttachDevicePointNo	Operation_Mode
ROLL-051	ROLLER SHUTTER SENS	1	NORMAL	BACK-05	1	Alarm

At the bottom of the window are buttons: Report, Update, and Close.

Figure 16.3 : Sensor Database.

This database only allows you to change the Sensor Timers. The other particulars of the sensor are not adjustable. To adjust other particulars of the sensor, you have to do it in the ***EsofWIN System Designer***.

If a point is defined as an alarm point, then this point can be automatically disarmed during the time frame that the Time Zone is active and armed during the period that the Time Zone is inactive. If the point is not declared as an alarm point, then the Time Zone has no effect on the point.

Upon entering this screen, click on the *Disarm Time Zone* field of the Sensor Database that you want to insert the Time Zone. Click at the down arrow of the Time Zone box and choose from the list of Time Zone for the Sensor point that you have selected. When done click at the “**Update**” button to have the new setting added into the database.

16.4 SENSOR INPUT CONTROL



Move the mouse pointer to the Speed Button Bar and click on the above icon. Figure 16.4 appears. This command allows you to send Arm / Disarm or Exclude / Include command from the PC to the respective readers.

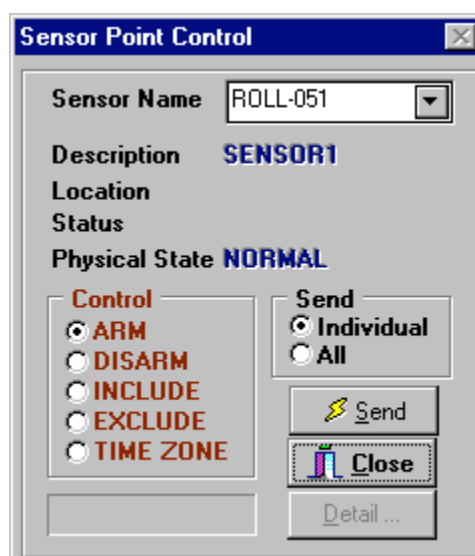


Figure 16.4 : Sensor Point Control.

First you need to choose a Sensor to work on. Click the down scroll arrow of the Sensor Name drop-down list box and a list of sensor will be displayed on the screen. Choose a sensor that you wish to control. Click on any of the 5 control radio buttons to be sent to the sensor point.

To *ARM* is to activate a Point and to *DISARM* is to deactivate the Sensor Point.

To *INCLUDE* is to select a sensor point. This command is meaningful no matter whether a point is configured as an Alarm point or Status point.

To *EXCLUDE* is to deselect the sensor point. It is not scanned or processed. An exclude point however will not respond to any changes in input signal. Once a sensor point is excluded, arm or disarm is inactive.

The *Time Zone* command here is used if a sensor point is defined as an alarm point. Then this point can be automatically disarmed during the time frame that the time zone is active and armed during the period that the time zone is inactive. Note that the Time Zone is defined under the sensor setting which is found in the DATABASE MENU, Sensor sub-menu.

Note :

The Time Zone is defined under the sensor setting which is found in the Database menu, Sensor sub-menu.

In the Send selection panel, you can either select sending to **“Individual”** Sensor Point or **“All”** Sensor Point.

Choose the control you desire, by clicking on the 5 possible settings *ARM*, *DISARM*, *INCLUDE*, *EXCLUDE* and *TIME ZONE*. Select the desired Readers, either **“Individual”** or **“All”** and click **“Send”** to transmit the parameters to the readers selected.

CHAPTER 17

17. Control Outputs

The following commands will be described in this chapter:-

- **Specifying Output Points**
- **Defining Output** (System *Designer* Screen)
- **GP Output Setting** (Database Menu)
- **GP Output Control** (Speed Bar)

Most of **ELID** Controllers provide Output points. Please refer to the User Manual of the Controllers for the number of outputs provided.

These points may be set at the Reader unit (not at *EsofWIN*) to function in the following manner.

- I. To be switched ON/OFF manually from a PC or locally from a Special Card or Master Card.
- II. To be switched ON/OFF automatically by a timer.
- III. To be switched ON/OFF automatically by certain input conditions (EL2100 only).

For EL2100, it is possible to activate the output with a pulse of defined on period. However, all these settings are done at individual readers and not at *EsofWIN*.

17.1 SPECIFYING OUTPUT POINTS

It is first necessary to specify the output points systematically. An example is shown below.

a) PERIMETER LIGHT

This light is activated by an 8-day time zone in Reader BACK-05 located at the back door. The light will automatically switch on at night time, and switch off during day time. This point, is given the Output Tag as PERI-051. Where the first 4 character defines the nature of the control (for Perimeter light) which helps the system operator to identify the point when it appears on the screen. The 3 digits at the end defines the reader address and the point number. This is useful to the maintenance staff for trouble shooting.

b) FRONT DOOR ALERT BUZZER

This Buzzer is linked to the front door reader. The purpose is to automatically turn on the buzzer for 30 seconds whenever the front door is left open, forced open or duress alarm is activated. This point is tagged as BUZZ-011.

OUTPUT POINT MAPPING

READER TAG	MODEL	POINT#	TYPE	PURPOSE	OUTPUT TAG
BACK-05	EL2001	1 2	TIMER Not Use	Peri'er Light -	PERI-051 -
FRONT-1	EL2100	1 2	EVENT Not Use	Alert Buzzer -	BUZZ-011 -
OFFIC-06	EL2001	1 2	Not Use Not Use	- -	- -
PROD-02	EL2001	1 2	Not Use Not Use	- -	- -
STORE-04	EL1000	1 2	Not Use Not Use	- -	- -
TEST-03	EL2001	1 2	Not Use Not Use	- -	- -

17.2 DEFINING OUTPUT

Defining Output is done in the *EsofWIN System Designer*'s screen (*Please refer to section 6.2.1*)

Upon entering this command, a screen such as figure 17.2 appears that requires you to key in a number of parameters. The example below gives the entry for the first point BUZZ-011.

Figure 17.2 : Defining Output Points.

First hit the create key, and then key in the *Tag Name* as 'BUZZ-011'. Key in the description as 'ALERT BUZZER'.

The *Logical Point #* is the physical address of the reader. *Attach To Reader* should be 'YES' and the *Reader Name* as 'FRONT-01'. The *Output Point #* identifies the output point number in the reader, either Point '01' or Point '02'. In this case, it should be Point '01'.

Note :

EL2100 / EL2200 controller has up to 6 output programmable points.

The *On Text* would be 'MAIN DOOR ALERT' and *Off Text* would be 'ALERT OFF'. This is mainly to help the system operator to identify what has happened each time this output turns On or turns Off, since the text associated with it will be displayed on the screen.

Upon completion of the setting, click “**OK**” button to save and exit. Continue to enter in the other Output Points defined in the Table.

Note :

This is set as a GP Point, therefore, commands such as OUTPUT DURATION and PATTERN are not relevant.

17.3 GP OUTPUT SETTING

This command is found in the DATABASE MENU, Output sub-menu. Click on this command and figure 17.3 appears.

Sensor Name	Description	Logical Point #	State	AttachDevice	AttachDevicePointNo	On_Text
BUZZ-011	ALERT BUZZER	1	OFF	FRONT-01	1	Main Door Alert

Figure 17.3 : Output Setting.

This database only allows you to change the output timers. The other particulars of the output are not adjustable. To adjust other particulars of the output, you have to do it in the *EsofWIN System Designer*.

When the time frame that the Time Zone is active the output point will not be activated. During the period that the Time Zone is inactive the output point will be activated.

Upon entering this screen, click on the down scroll arrow of *Activation Time Zone* and a drop down list box will appear. Choose from the list the Time Zone for the Output point that you have selected. When done click at the “**Update**” button to have the new setting added into the database.

17.4 GP OUTPUT CONTROL



Move your mouse pointer to the Speed Button Bar and click on the above icon. Figure 17.4 appears. This command allows you to manually turn on and turn off an Output point from the PC.

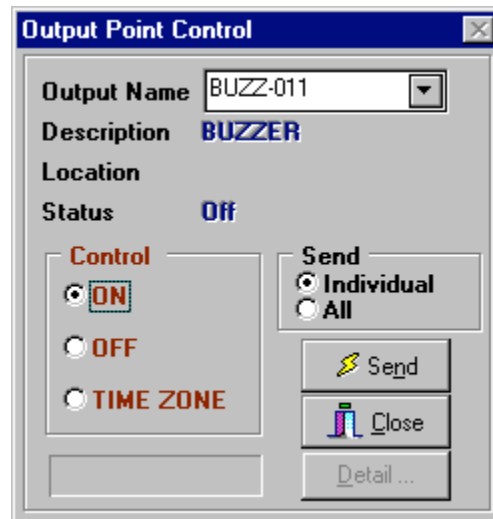


Figure 17.4 : Output point control.

First you need to choose a Output Point to work on. Click the down scroll arrow of the *Output Name* drop-down list box and a list of Output will be displayed on the screen. Choose an Output point that you wish to control. Select the control action as either *ON* or *OFF*. If you are sending down output time zone, select *TIME ZONE* option.

In the Send selection panel, you can either select sending to “**Individual**” output point or “**All**” output point.

Finally, click the “**Send**” button to execute the command.

CHAPTER 18

18. MISCELLANEOUS COMMANDS

The following command will be described in this chapter :-

- **Acknowledge Alarm Button**
- **Printer Setup**
- **Communication Setup**
- **Help**
- **Logout**
- **Exit**

18.1 ALARM ACKNOWLEDGE BUTTON AND BUZZER ON-ALARM.



If you have selected the *Buzzer On Alarm* option, when ever there is an alarm such as Wrong Pin, Duress Alarm, Door Forced Alarm, the buzzer would be triggered and the PC would produce an alarm sound. This informs that something has gone wrong and an investigation should be conducted. Click on the Acknowledgment Alarm button to silent the alarm. The Alarm Icon / Symbol on the site plan will be brought to normal upon acknowledgment.

18.2 PRINTER SETUP

This command is used to set up the printer that you want the report to be printed out. To get into the Printer Setting, click on the SYSTEM MENU, sub-menu Printer Setup and figure 18.2 appears.

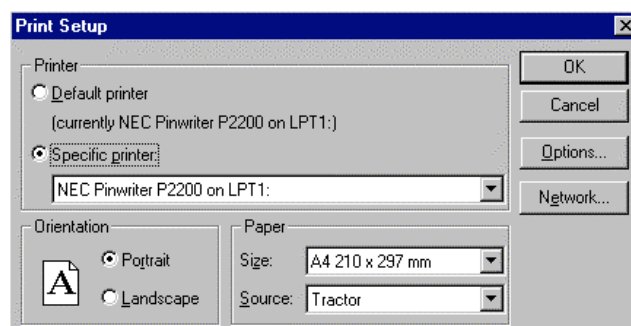


Figure 18.2 : Printer Setup.

This printer setup is a normal standard Windows printer setup. Please refer to Windows Operating System reference manual on how to configure printer setup.

18.3 COMMUNICATIONS SETUP

This command selects the PC serial port (COM1 or COM2) and communication baud rate used for communicating with the readers. It also selects the type of **ELID** Communicator used in the system

This command is to be used by the installer or authorized personnel. Wrong setting may cause the system to malfunction.

To get into Communications Setting, click on the SYSTEM MENU, sub-menu Communication Setup and figure 18.3 appears.

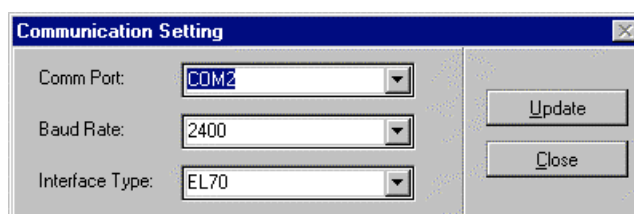


Figure 18.3 : Communication Setting.

The setting to be done includes Comm. Port, Baud Rate and Interface Type. Click the “**Update**” button when done.

18.4 HELP

The HELP command in *EsofWIN* is a convenient and quick way to look up for information about a task that you are performing or a feature that you would like to know more about. To enter into this screen click on HELP MENU. In this command the following are discussed :-

- **Contents**
- **License Info**
- **About....**

18.4.1 Contents



Under the HELP MENU, click on the Contents sub-menu. Figure 18.4.1 appears. Alternatively you could also click on the above icon. Upon entering this screen, just click on the topics that you wish to view. Words or sentences that are highlighted, indicates that you can click on it to have further information.

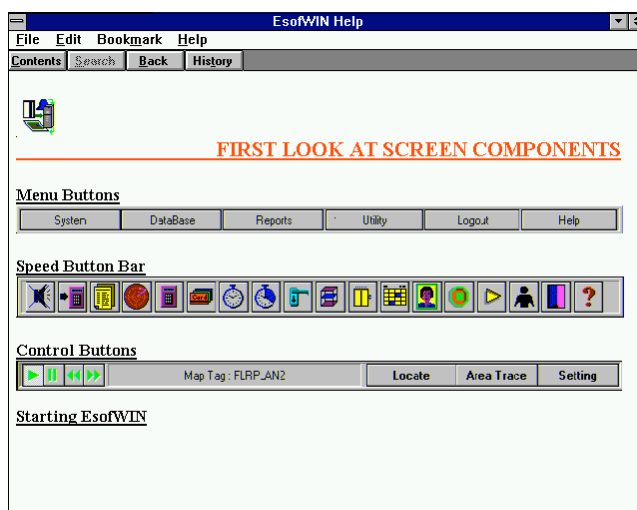


Figure 18.4.1 : *EsofWIN* Help.

18.4.2 License Info

This command displays the License Information for the *EsofWIN* program. Click on this command and figure 18.4.2 appears.

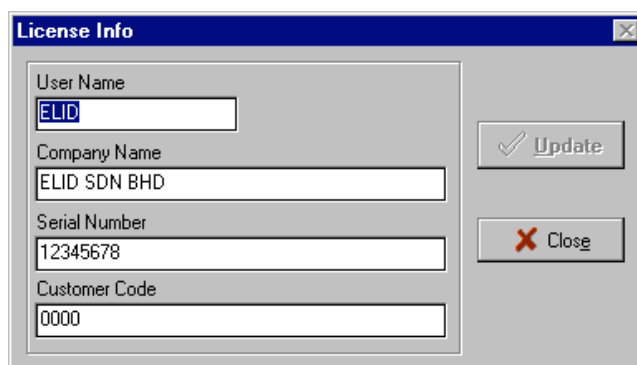


Figure 18.4.2 : License Info.

When you first start using *EsofWIN*, you are encouraged to edit the license. To perform this :-

Key in the *User Name* of the software, the *Company Name*, *Serial Number* of the software as stated on the disk label and the *Customer Code* as assigned or give by the installer.

You can use the mouse to click on the field you want or use the Tab key to move forward a field or Shift-Tab to move backwards. When you have finished keying in the information, click the “**Update**” button to have the information saved.

18.4.3 About ...

Click on this command and figure 18.4.3 appears. This screen displays *EsofWIN* version number. This screen is only for preview, no editing is effective.



Figure 18.4.3 : About...

18.5 LOGOUT

The command LOGOUT from the Menu Bar allows you to go off-line without closing the *EsofWIN* program. Click on this command and figure 18.5 appears.



Figure 18.5 : Logout *EsofWIN*.

You are required to key in the password. Once you have keyed in the password, the screen will remain as it is. This is to logout from the system temporarily. All the functions would be deactivated. You are not allowed to cancel or exit from this screen.

In order to logon into the system you are required to rekey in the password. This command is useful especially when you are required to be away from the system for a while.

18.6 EXIT



To exit from the *EsofWIN* Managers' screen you can click on the above icon found in the Speed Button Bar. Alternatively you could also click on the SYSTEM MENU, Exit sub-menu to obtain figure 18.6. Key in the password to exit.



Figure 18.6 : Exit *EsofWIN*.

CHAPTER 19

19. VIDEO COMPARISON

Video Comparison (VCOM) is a separate module provided by EsofWIN. It provides the feature of integrated security system by providing photo Comparison with video picture form Close Circuit Television (CCTV) control.

To start up, you need to get into the root directory first. Then key in 'VCOM' and figure 19.0 appears.

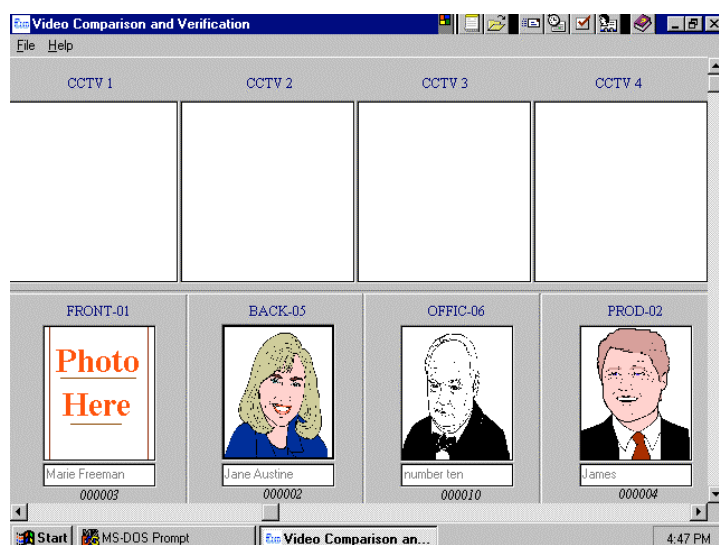
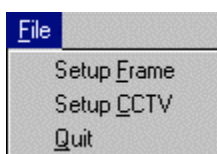


Figure 19.0: Video Comparison Screen.

Within this screen there are two pull-down menus :-

- File
- Help

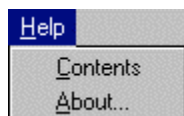
19.1 FILE MENU



The file menu allows you to do the setup of the CCTV.

Setup Frame	Define the number of readers / controller
Setup CCTV	Define the CCTV name
Quit	Exit from VCOM

19.2 HELP MENU



The commands in this menu allows you to access to on-line help and license information.

Contents	To display contents of on-line help.
About	To display EsofWIN release number.

How VCOM Works

Video Comparison (VCOM) allows you to monitor a minimum of one reader and a maximum of up to 4 readers. Each reader will be working side by side with a Close Circuit Television (CCTV) camera to capture the image of the card holders when they swipe their card at the reader.

The CCTV camera outputs goes through a video card, for example Video Bluster from Creative Technology and is mounted to a PC to display images from the CCTV.

This allows the capturing of photograph of the person swiping his card at the scanned readers. The information displayed includes the name of the Reader / Controller, photograph and name of the card holder, staff number, date, time and transaction. Normally VCOM is running on a separate PC which is linked peer-to-peer / multimedia to the other PC using EsofWIN Manager.

The CCTV camera on the other hand, displays the live shots of the person swiping his card. The image will be displayed on a Window. The window on the PC can be position in such a manner that it allows you to view the latest photo display and the camera shots simultaneously.

This allows you to compare whether the person is swiping using his own card or not. You will also be able to detect if there are any unauthorized personnel trying to gain access into the building.

How To Setup VCOM

Before you begin using this system, you first need to decide how many readers / controllers you wish to monitor. Then you need to connect it to the system so that it can be monitored from the PC.

1. Click on the FILE MENU and select the 'Setup Frame' sub-menu.
2. Upon selection, figure 19.1 appears.
3. Select how many frames you wish to monitor.
4. Key in the reader name in the space provided.
5. When done, click the OK button.

Note

The reader name defined here must be the same as the one defined in EsofWIN Manager.

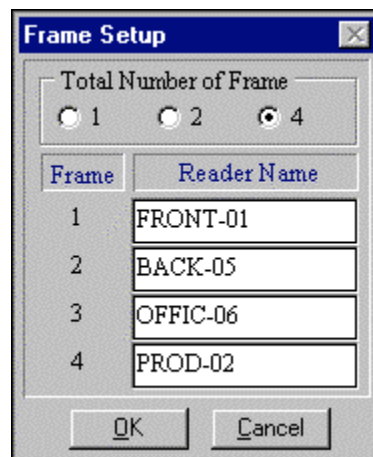


Figure 19.1 : Frame Setup

Now you are required to define the name for the CCTV.

1. Click on the FILE MENU and select the 'Setup CCTV' sub-menu.
2. Upon selection, figure 19.2 appears.
3. Key in the CCTV name in the space provided.
4. When done, click the OK button.

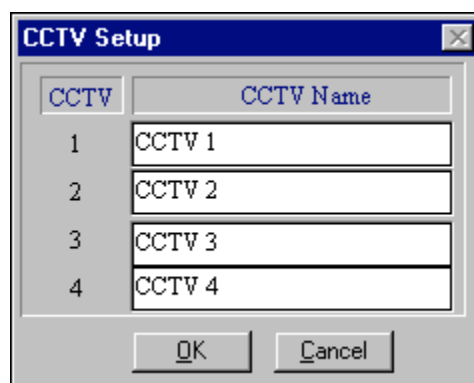


Figure 19.2 : CCTV Setup.

VCOM will operate on-line with EsofWIN Access Manager and EsofWIN Designer. Every transaction will be monitored and displayed on the screen. For on line help click on the HELP MENU and select 'Contents' sub-menu. Figure 19.3 appears.

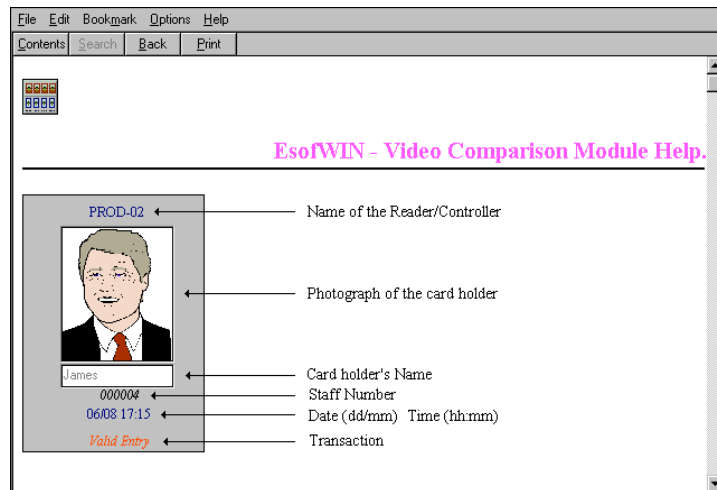


Figure 19.3 : On-Line Help file

Click on the HELP MENU and select the 'About' sub-menu to view the license information. Figure 19.4 appears.



Figure 19.4 : License Information.